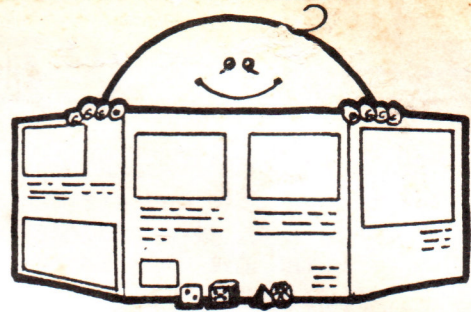
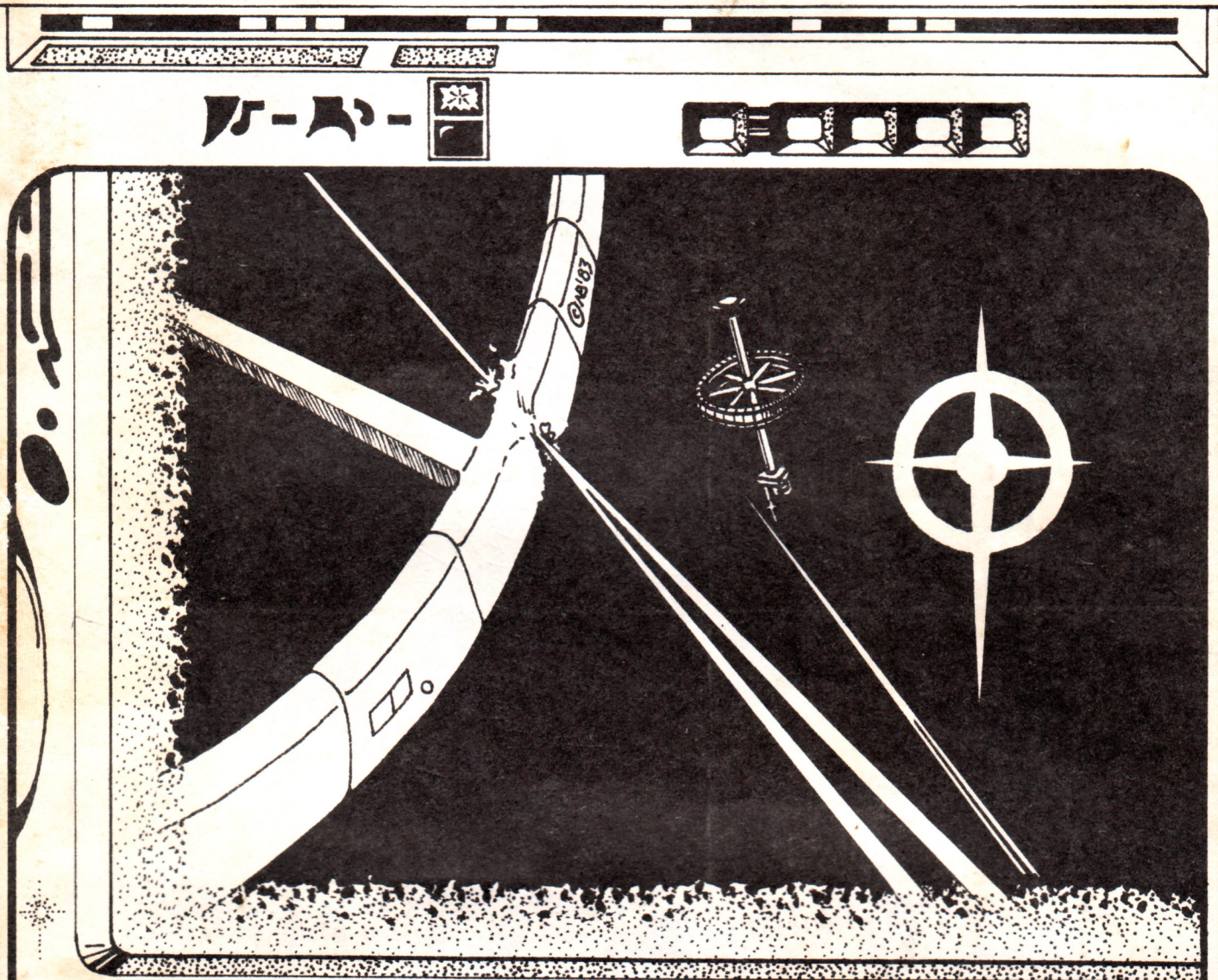


# BEHIND the GM's SCREEN



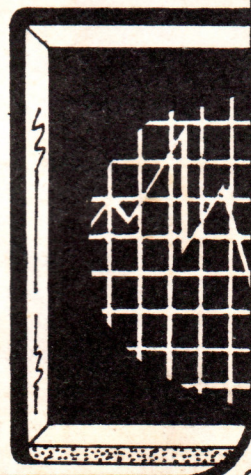
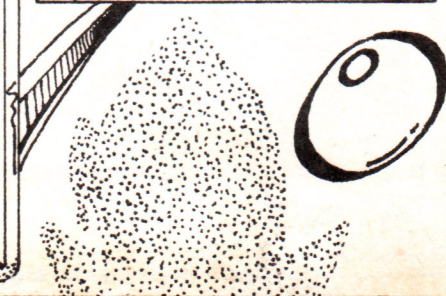
APR - JUN 1983

\$1.50



## \* THIS ISSUE

- D&D SCENARIO  
The Rolling Inn
- GAMMA WORLD
- OCTO - MEN part II

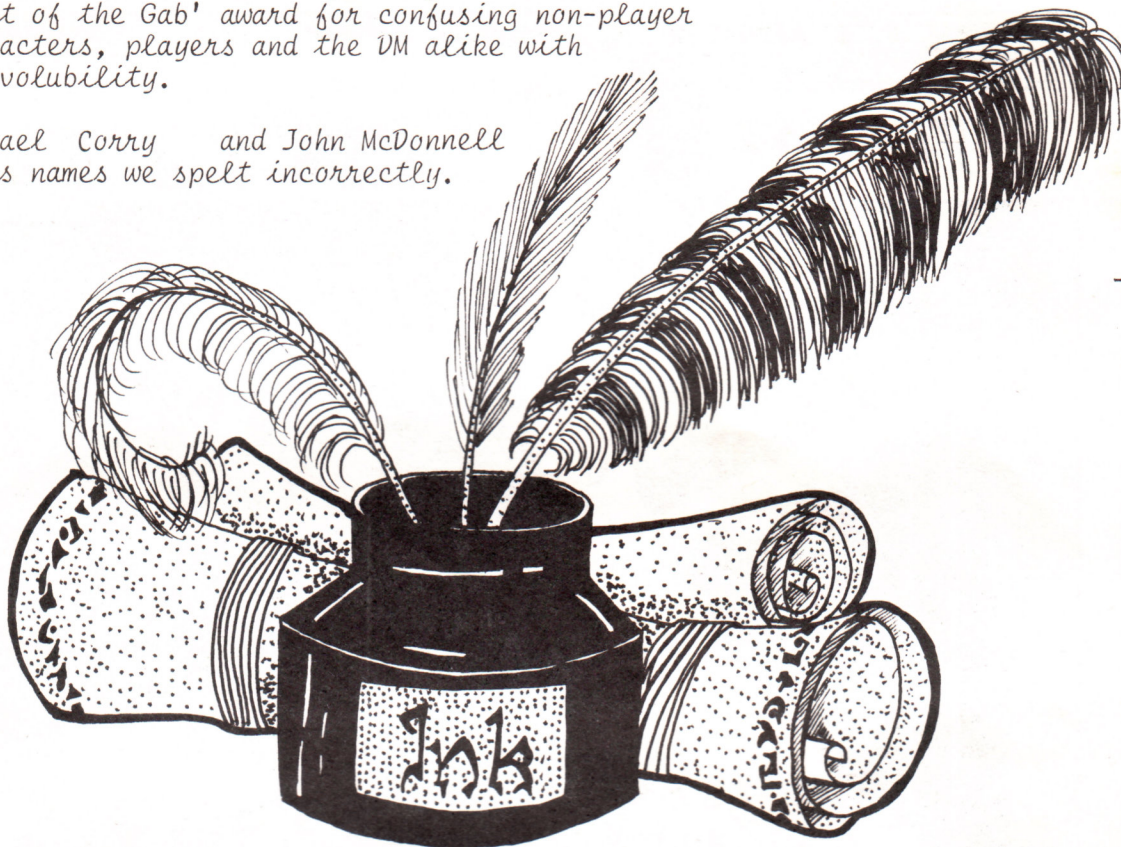




# EDITORIAL

First off all I would like to thank all the people who showed support for our first magazine and all those people who have so far contributed to it. Secondly I would like to apologize to several people for mistakes in the January edition, of 'Behind the GM's Screen'.

1. Nigel Bell, who we omitted to say, received a Mithril Quip award at the last Christmas Breakup. Nigel received the 'Gift of the Gab' award for confusing non-player characters, players and the DM alike with his volubility.
2. Michael Corry and John McDonnell who's names we spelt incorrectly.



I would like to mention a special feature of this edition of 'Behind the GM's Screen'. Terry Krause has designed a brilliant scenario for all those who especially enjoy deviousness and competitive play. I and others have play-tested

*"The Rolling Inn"* and found it to be thoroughly stimulating and a change from the standard D&D 'dungeons'!

**WARNING!** Those who wish to play must NOT read this section, as the game relies on total secrecy.

I would like to remind contributors that all submissions to BTGMS become the property of 'Behind the GM's Screen', and the editors reserve the right to alter submissions, for example correct punctuation and spelling.

'Behind the GM's Screen' is also copyright under Darkstar Gaming, and no part may be reproduced without the permission of Darkstar Gaming.

Any one who wishes to comment in any way about this magazine are welcome to write letters to the editor and send them to the following address. Any enquiries about subscription prices to 'Behind the GM's Screen' can be also sent to the address below.

"BEHIND THE GM'S SCREEN"



# — CONTENTS —

## Special Features

FRP CAMPAIGN PART 2 .....	8
JUTLAND PART 2 .....	14
THE BACKPACK .....	16
SCENARIO	
..... THE ROLLING INN .....	17
GAMMA WORLD	
..... CRITICAL HIT & FUMBLE CHARTS .....	33

## Regular Features

CLUB NEWS .....	4
ARCHIVES .....	6
LONG RANGE SCAN .....	9
HOW TO PLAY	
..... A CLERIC .....	12
VIEW FROM ELDORIA	
..... DIAMONDWOOD .....	26
QUEST OF THE CLAW .....	28
PLAYER PORTRAIT .....	32

Scanned by  
Edward  
Jones

### STAFF

#### EDITOR

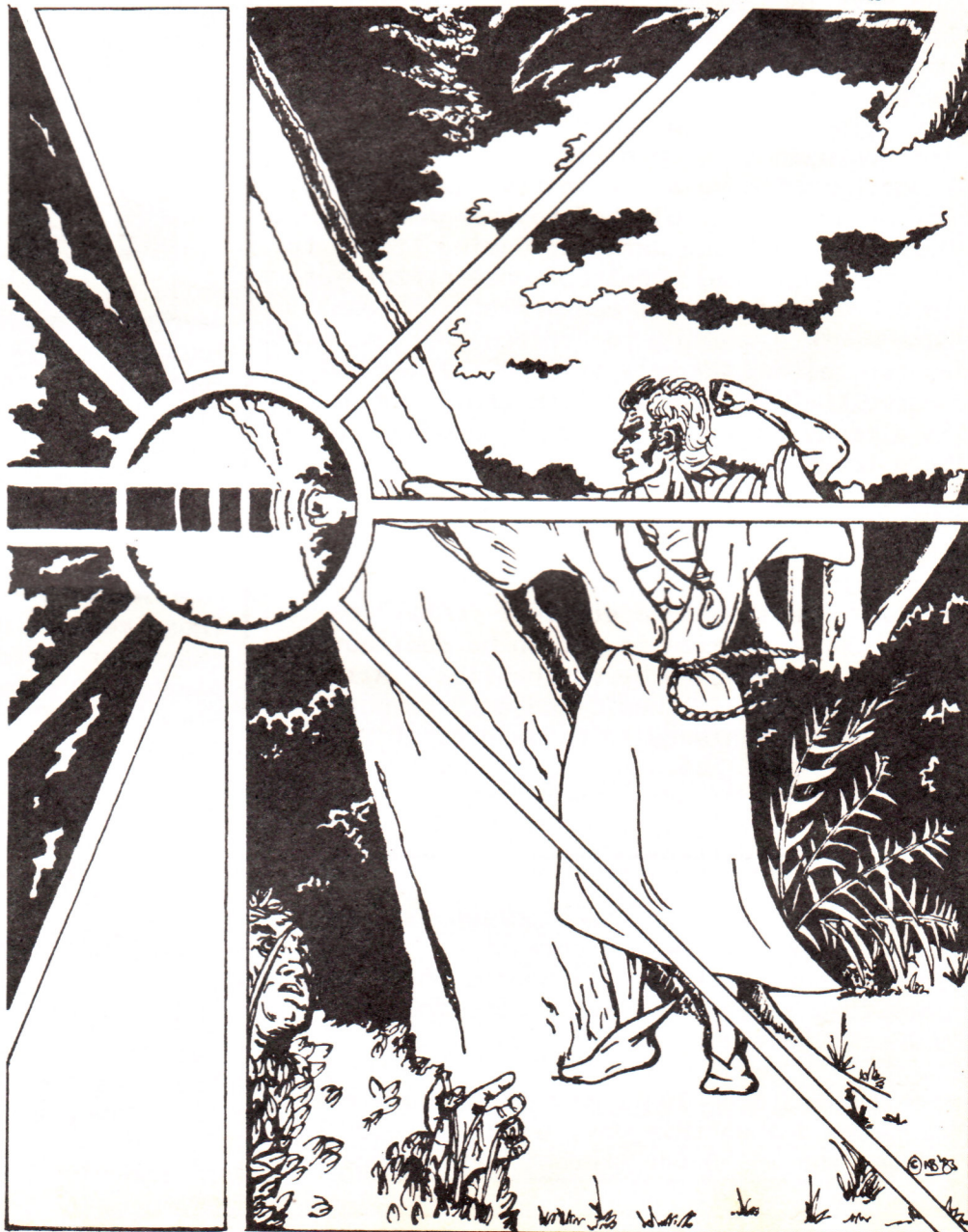
-Joanne  
Schlitz

SUB-EDITOR  
(fantasy &  
general.)

-Angela  
Caffery

SUB-EDITOR  
(fantasy &  
sci. fi.)

-John  
McDonnell







## Tournament

In September, the annual Dungeons and Dragons, and Starfleet Battles tournaments are due to be held. The fantasy tournament will be designed by Russell Proctor and Greg Lane and is sure to be very enjoyable and competitive (as evidenced by the tournament last year). The tournament is open to all club members in groups of six, and an entry fee of \$2.00 per person is payable before the game begins. Prizes include the Darkstar Gaming trophy to the winning team, and individual prizes yet to be decided, to all members of the team. Game Masters wishing to referee the game must contact either Russell or Greg. It is rumoured that the winning team from last year is already in training, so it promises to be a tough competition.

The Starfleet Battles tournament will be initiated this year and will be designed by Greg Lane and Michael Mulhern; it also promises to be tough competition. Entry fee is \$2.00 and the prize is yet to be decided, (though it looks to be worthwhile). All interested people should contact the before-mentioned organisers to be assured of a place in the competition.

## Elections

On the 14th of August, an election will be held for members of the committee. Nominees are reminded that for all positions on the committee except the two non-portfolio members, they must be over 18.

QRP members are also reminded that membership fees are due on this day, \$9.00 for working adults and \$6.50 for students and unemployed.

## Breakup

One of the social events of the club year will be the club break-up on the 16th of December at "Dirty Dicks". All members regardless of age are extremely welcome to attend.

A provisional booking has been made for 50 people and a downpayment of \$2.00 a person is payable now. A further \$15.90 is payable nearer the date. The price includes entertainment and an excellent meal in the medieval style. (Beverages are not included in the price).

We will keep you up to date on this occasion during the remainder of the year on any further developments.

## T-Shirts

One of the regular features of BTGMS, "Quest of the Claw", has been very popular so the creators have decided to make T-shirts available to the public depicting QURP and CLAW from the last issue. If you are interested in purchasing one of these designs see Anthony McMahon.

While on the subject of T-shirts, QRP will have a new range displaying our new club logo designed by Keith Done. The new logo depicts all areas of gaming - fantasy, sci-fi and war gaming - giving a clear pictorial representation of the club. These T-shirts and new membership cards with the logo will be available after the commencement of the club's next financial year.

## character portraits

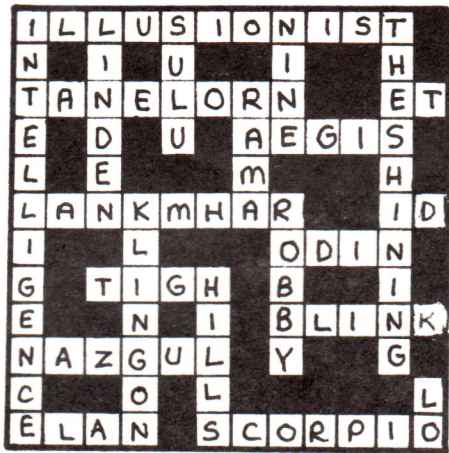
Those members of the club who have seen the character portraits in BTGMS, will be pleased to know that Keith Done has made himself available to draw your character. The pictures come in black and white \$2.50 and colour \$5.00. All proceeds go to a needy cause - club funds. Character portraits published in BTGMS are submitted by Keith at his discretion, so not all are published.

## hospital notice

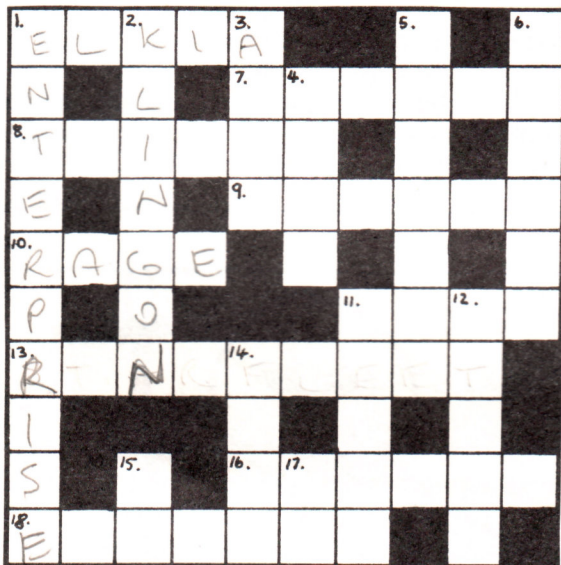
One of our most valued club members, a DM and a recipient of an Eldarwood Award for services to the club, Stephen Mackay (better known as 'munchkin') was recently involved in a nasty road accident. We all hope Stephen has a speedy recovery and is back at the club soon.



Solution to crossword no. 001



CROSSWORD NO. 002



ACROSS

1. A country at war with Sard (Eldorian Campaign).
7. Stephen Donaldson's three evil spirits.
8. The phantom or voice of a person about to die.
9. A small village.
10. Violent anger
11. Common Eldorian name (eg Captain Merdon)
13. A popular role playing game.
16. Master of Rivendell.
18. Father of Isildur and Anarion.

DOWN

1. Vessel in Star Trek.
2. Evil race in Starfleet Battles.
3. chief.
4. Wicked King of Israel, husband of Jezebel
5. Fanatics.
6. Sumerian goddess.
11. Gem from the sea.
12. To make reparation.
14. Evil.

DOWN cont.

15. Eldorian god of the air.
17. An element that reacts violently with water.

CODE

WLQ SULT ON KSULT OBG M JVV JLC UL OBG

CJSHLQNN KULC OBG M,

A famous quote from Tolkien. clue, l = n

(Jan. 1983) solution - The most feared force in Sard ... the Sardinian Liberation Front.

GOSSIP COLUMN

- \* Is DM Steven Twine's town really stalking his party?
- \* Is it true that Rico Sina actually turned up to a club meeting?
- \* Was the reason for Michael Dooleys leaving for Europe due to a secret appointment as temporary Club Treasurer?
- \* Is it true that Kurrykan has revealed his true identity?
- \* What is that dark shadow following Terry Krauses character, and could it have anything to do with his accidental unleashing of a Demon on his last adventure?

QUOTES

"It's all pretty funny till someone gets hurt"

-Anthony McMahon

(This means his character has sustained damage)

"The Sardinian Liberation Front does not indulge in such subversive practices."

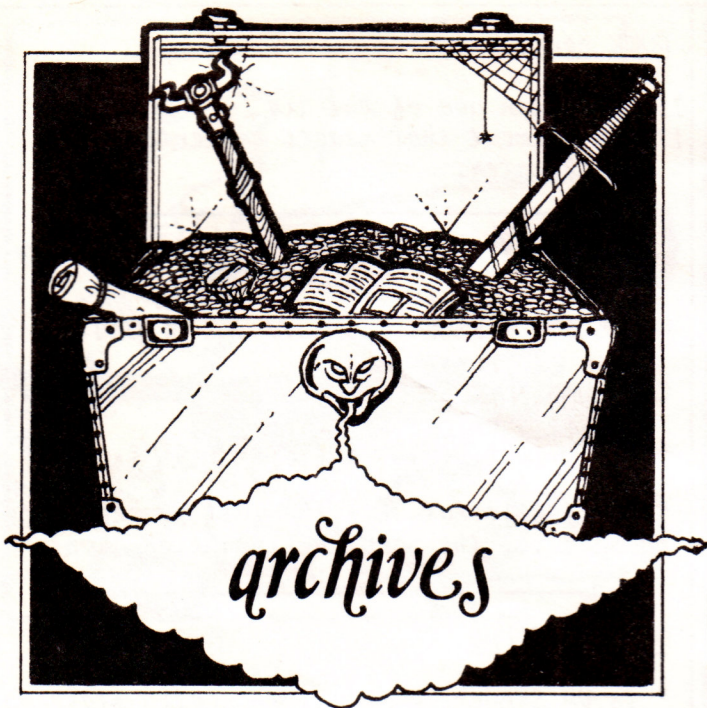
-Terry Krause

(This means Michelle Dooley has just killed another NPC)

ARE YOU ELIGIBLE FOR THE  
'JOE LAW' AWARD?

Any article submitted to 'Behind the GM's Screen' is eligible for a trophy presentation at the end of the year!





A Treasure Trove of Character Classes, Spells, Magic and Monsters, to enhance your game.

# OCTO-MEN

## part II

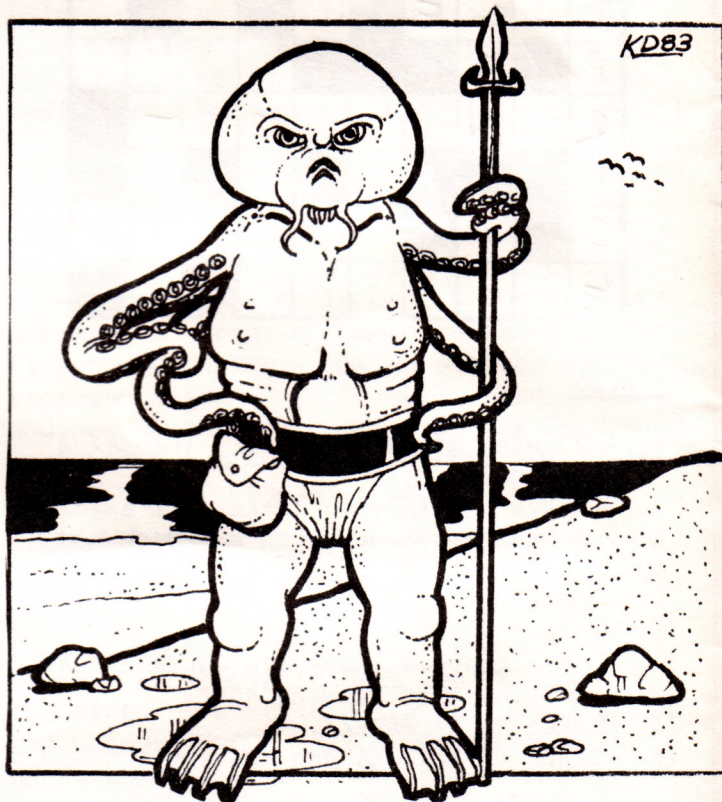
by GRAHAM STOCKS

After the great uprisal of the Octo-men of Sern came a new form of menace. Slowly the air breathing variety of Octo-men disappeared and were replaced by two mutated versions. These proved to be of more danger, as they could disguise themselves well enough to pass for a human. They also learned to speak the common tongue.

The first was a cross between a female human and a mutated , air breathing, Octo-man. The result was a creature that had a human body, but purple skin. It also possessed limited abilities of an Octo-man.

### ABILITIES (Crossbreed)

Frequency.....	uncommon
No. Appearing.....	2 - 5
Armour Class.....	8 without armour
Movement.....	7" / 20"
Hit Dice.....	3
% in lair.....	30%
Treasure Type.....	B
No. of Attacks.....	1
Damage/Attack.....	1-4 or by weapon
Special Attacks.....	nil
Special Defences.....	see below
Magic Resistance.....	standard
Intelligence .....	very intelligent
Alignment.....	Neutral
Size.....	M (6' tall)
Psionics.....	nil
XP Value.....	100 + 2 per HP.



This crossbreed still possessed an incredible agility in water and fire only does half damage on the creature.

With the creature's newfound ability to use weapons also came certain restrictions. His armour class dropped to 8, as the creature found the unfamiliarity of weapons a disadvantage to itself. Hence any weapon weighing more than 50 gold pieces and/or greater than 4' in length causes the creature to fight at a (-2) penalty. It also lost the ability to stay underwater for a sustained period of time.



The second crossbreed was more incredible than the first. It resulted from a cross between two of the crossbreeds. It produced a humanoid shape with flesh coloured skin, but on the arms and legs they had tiny yellow, sucker-like projections. Like the other it possessed certain Octo-man qualities. It could also speak the common tongue.

ABILITIES (Crossbreed)

Frequency.....	uncommon
No. Appearing.....	1 - 6
Armour Class.....	7 (plus armour)
Movement.....	10" / 9"
Hit Dice.....	3
% in lair.....	20%
Treasure Type.....	B,Q
No. of Attacks.....	1
Damage/Attacks.....	1-4 or by weapon
Special Attacks.....	see below
Special Defenses.....	see below
Magic Resistance.....	standard
Intelligence.....	very intelligent
Alignment.....	Neutral
Size.....	M (6' tall)
Psionics.....	nil
XP value.....	150 + 3 per HP



Unlike their brothers, these Octo-men were totally familiar with human weaponry and incurred no penalties when fighting. If fighting with short swords, daggers or tridents, they attack at (+1) on the 'to hit' die. The sucker-like projections are similar to that of the purebreeds in that they secrete a mucoid substance. However this mucous acts in an entirely different manner. When the Octo-man is hit there is a 75% chance of the weapon being stuck in the mucous. If so the Octo-man takes only half damage from the weapon and the attacker has only a 30% chance of pulling the weapon free. For each 10% of exceptional strength, the attacker gains an additional 2%. The mucoid substance can be rendered ineffective by immersing the Octo-man in vinegar.

However, because of the sucker-like protruberances, the creature can only wear leather, padded or studded leather armour. Also the creature has no resistance to fire. The creature is fast on land, and reasonably fast in water. This creature is far superior and more well adapted on land than his brothers.

A few years passed by and saw the formation of tribal societies. It is seen that all three groups are working together to help destroy the human race. The purebreeds guard the resting and breeding caverns. The purple skinned crossbreeds act as couriers, while the flesh skinned crossbreeds assume the role of soldiers. It would be these creatures that would be seen mainly on land and in battle as they are great warriors and are feared because of it.





# THE FRP CAMPAIGN

by KEITH DONE

PLAY BALANCE : Why you shouldn't fight dragons at Level 1.

So far I have talked about the overall requirements necessary to provide your campaign with a fair degree of history and life. Next comes the actual day to day adventuring of the party.

Basically a campaign (especially if starting from low levels) must maintain BALANCE. There is no point in having your level 1 players bravely challenge a Red Dragon. They cannot hope to achieve anything except a speedy demise. Of course, the DM, can arm the party with fantastic magical items and allow them to defeat such a creature but this becomes totally unrealistic and defeats the purpose of a continuing campaign. If you throw powerful monsters against your players at level 1 what are you going to throw against them at level 10? It all gets a little boring after awhile.

In starting a campaign I have found that the best selection of creatures to challenge a party with are

normal everyday animals. Wild boar, herd beasts, wolves etc are ideal opponents for low level adventures and are (realistically) the exact type of encounters a party should be having when wandering around the countryside.

More unusual creatures should be located in isolated settings such as swamps, caves and ruins. Fantastic creatures (of appropriate level of course) should be restricted to sub-terranean labyrinths and the like.

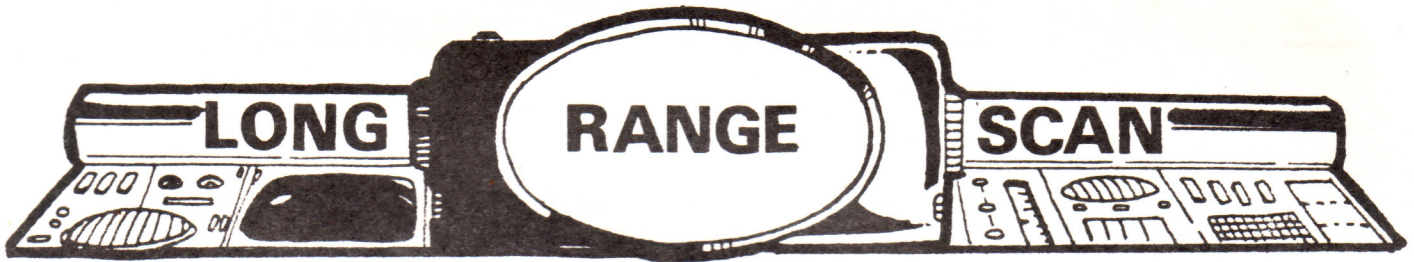
Logical determination of encounter 'monsters' is certainly a great part of play balance and the selection that you choose to pit against your party should pose a genuine threat to the players, yet should rarely be totally undefeatable.

As players progress in levels you will be able to introduce some more deadly adversaries but by this time the party should be experienced enough to deal with these encounters in a more appropriate manner.



QASAR





# N-1 Destroyer Combination

by MICHAEL MULHERN

The N-I Destroyer Combination is designed as a Convoy Escort, Patrol Vessel, or as a Border Patrol ship in the troubled regions of Klingon Space.

The following rules are relevant only to the N-I Destroyer Combination and are not meant to supplant rules used by other S.F.B. ships.

<u>SHIP</u>	<u>TURN MODE</u>	<u>MOVEMENT COST</u>
N-I.....	A.....	1/3
SADDLE.....	B.....	1/2
N-I AND SADDLE.....	C.....	1
N-I *2 AND SADDLE.....	E.....	1 1/3

## WEAPONS

- The 360 degree Phaser and Forward Phasers on the N-I may not fire down the rear hex row.
- When attached to the Saddle the N-I's 360 degree Phaser is restricted to an FX arc of fire.
- The N-I and Saddle both use Z-2 fighters, and each Hanger has 1 reload of drones.

## SEPARATION OF UNITS

Only one unit may separate from the Saddle at a time. The N-I may separate in any Impulse, but is restricted to a speed no greater than that of the Saddle's present speed.

## COMBINING UNITS

Both vessels must be going speed 6 or less, and one of the ships must have a tractor beam working (allocate 1 point of energy to the tractor beam). Once the N-I and the Saddle meet in the same hex the N-I assumes the course of the Saddle, and the turn mode count returns to zero. Only one ship may dock in a whole turn (ie., 32 Impluses of the 32 Impluse Chart or 20 on the 20 Impulse Chart etc,) and no other ship can leave or join the Saddle.

## SELF-DESTRUCTION AND EMERGENCY RELEASE

If the Saddle Self-Destructs or wishes to release the N-I's quickly it may use the emergency release option. Using this option detonates explosive charges in the docking bay of the Saddle and releases the N-I Destroyers (6 points of internal damage is inflicted on the Destroyers - through the RR arc for the lefthand ship and through the LR arc on the righthand ship). Both ships may be released at the same time, or individually.



# N-1 Destroyer Combination

## MUTINIES

If the Security Station of any ship is destroyed only that ship is affected (bulkheads in the docking bay prevents the mutineers from passing between ships).

### SHARED RATINGS BETWEEN SHIPS

**POWER:-** Combine the Power output of all the ships in the combination and treat the ships as a single vessel, except in areas noted elsewhere in the text.

**SHIELDS:-** All shields are added together (ie., 10+10+12+32 as in the case of Shield #1 when all three ships are combined)

**SCANNER/SENSORS:-** Use the best value of the combined ships.

**DAMAGE CONTROL:-** Each ship uses its own damage control rating, though the power to operate may come from any other ship in the combination.

**EXCESS DAMAGE:-** Each ship uses its own rating. When a ship in the combination is destroyed through Excess Damage the other ships in the combination each take 1-6 points of internal damage.

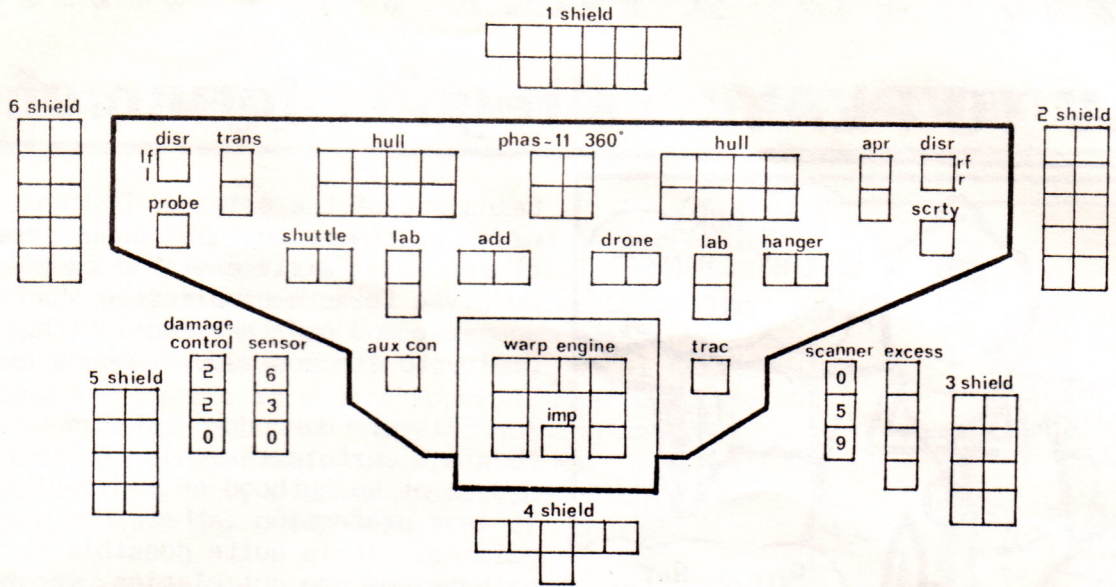
### SYSTEMS COSTS: ISSUE 11

- |   |   |
|---|---|
| 01- FUEL, FOOD  | 40- PLASMA-F                            |
| 02- TORP SHELLS   | 41- DAMAGE CONTROL                      |
| 03- SHIELD (ONE BOX)  | 42- HANGER (SATELLITE-MEDIUM)           |
| 04- FLAG BRIDGE, SECURITY   | 43- BATTERY VII                         |
| 05- LASER   | 49- BATTERY VIII                        |
| 06- SHIELD GENERATOR  | 50- PLASMA-G (F,II)                     |
| 07- BATTERY I, PROBE  | 52- HANGER (SATELLITE-LARGE)            |
| 08- TRACTOR BEAM  | 55- BATTERY IX                          |
| 09- ADD LAUNCHER  |   |
| 10- HULL, CARGO, REPAIR, PHASER III                               |   |
| 11- OPTIONAL WEAPON MOUNT   |   |
| 12- AUXILIARY CONTROL   |   |
| 13- EMERGENCY BRIDGE, BATTERY II                                  |   |
| 14- BRIDGE  |   |
| 15- BOOM, HANGER (SMALL FIGHTER), SHUTTLE BAY, LAB, WEB GENERATOR |   |
| 16- PHASER II, TRANSPORTER BOMB                                   |   |
| 17- DISRUPTOR   |   |
| 19- BATTERY III   | 56- TRACTOR/REPULSOR BEAM               |
| 20- TRANSPORTER (PERSONNEL), APR                                  | 58- POWER ABSORBER                      |
| 22- HANGER (LARGE FIGHTER)  | 60- PLASMA-G,II (F,III)                 |
| 25- PHASER I, PHASER G, BATTERY IV                                | 61- BATTERY X                           |
| 26- TRANSPORTER CARGO   | 65- PHASER IV                           |
| 27- SCANNER, WILD WEASEL PACK                                     | 70- PLASMA-G,III (F,IV) / ADMIN SHUTTLE |
| 28- EXCESS DAMAGE, DISPLACEMENT DEVICE                            | 71- DEFLECTOR                           |
| 29- IMPULSE   | 80- PLASMA-R (G,IV, F,V)                |
| 30- PHOTON TORPEDO BAY, FUSION BEAM                               | 90- PLASMA-R,II (G,V, F,VI)             |
| 31- BATTERY V   |   |
| 32- TRANSPORTER (SHIP), HANGER (SATELLITE-SMALL)                  |   |
| 34- SENSOR  |   |
| 35- WARP ENGINE   |   |
| 37- BATTERY VI  |   |
| 39- ARMOUR  |   |

copyright 1983 G. Lane, R. Proctor. All rights reserved.

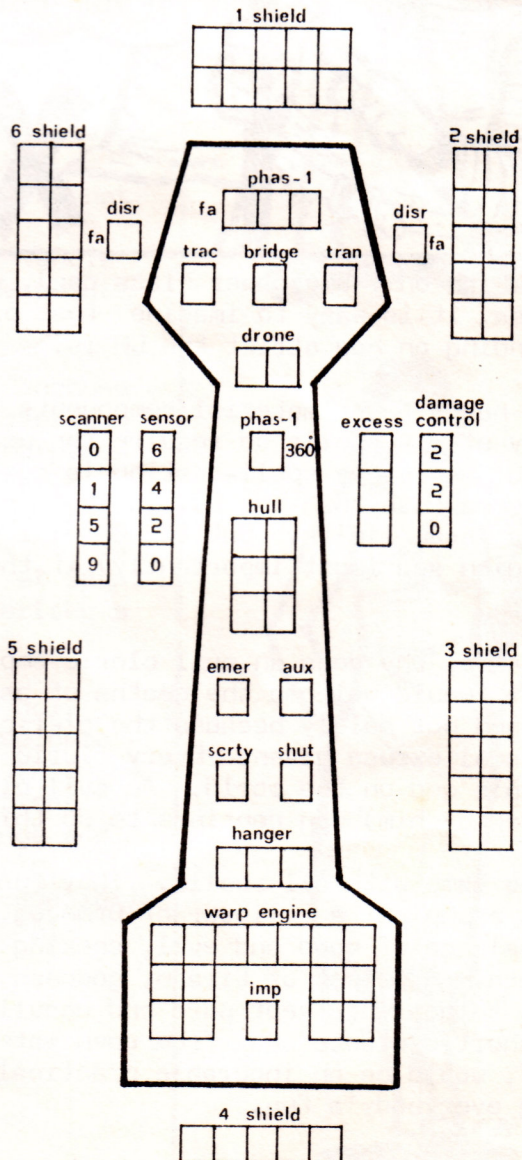
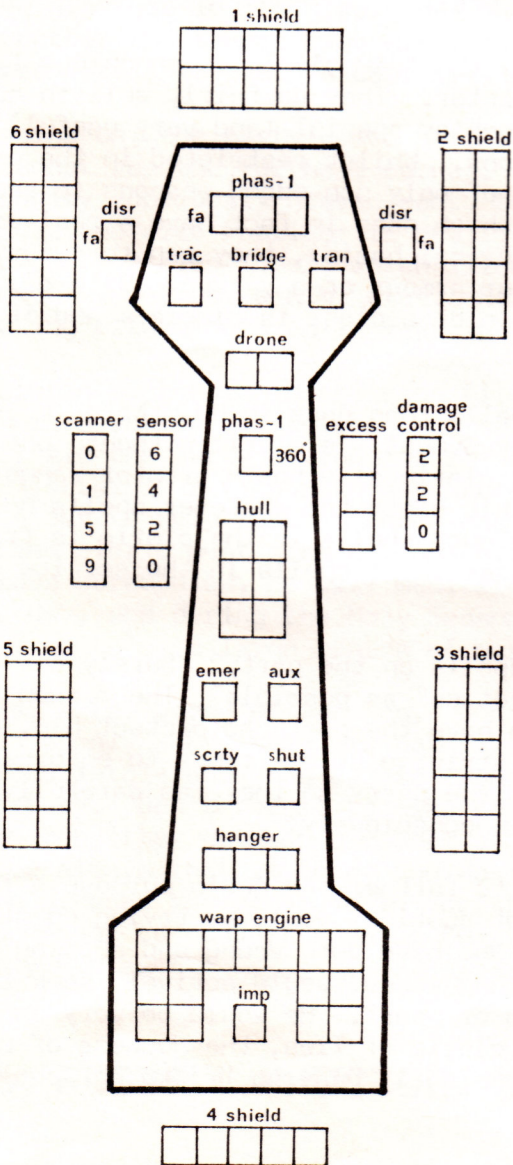


# SADDLE



**N-1**

**N-1**





# HOW TO PLAY . . . . .

## HOW TO PLAY.....a regular forum of game



Being one of the original D&D character classes, it may well be thought that the cleric is a fairly easy one to play. However, it is more complicated than it first appears, and can take considerable skill to employ to its most advantageous extent.

The "Players Handbook" states the cleric "bears a certain resemblance to religious orders of knighthood of medieval times". It is a profession rather than a religious calling. It is quite possible to have priests who are not clerics, who prefer to act in the traditional role of the priest rather than go adventuring. In fact the numbers of ordinary priests should far outweigh the number of their more military brothers.

Thus, the AD&D cleric is an unique type of character. They do fairly well in combat, and employ special (and very useful) incantations. Whilst restricted in the employment of only non-edged weapons (a restriction which does in fact have a real-world historical basis), they can turn away any

undead (which only one other class can), and can wear armour of any type. With all these advantages, it is easy to imagine that playing the cleric class is simple - and it can be, depending on how strict the GM is.

A cleric needs fewer material components for his spells than does an MU. Note however, that many of his spells do require the use of a Holy Symbol - a cleric without one is 'grounded' as far as spell-casting is concerned. A cleric also has a greater range of spells he can use than the MU, in that he can ask his deity for whatever spells he desires, up to his level limits. But the GM will only grant such spells if the cleric is true to his religion and (most importantly) if the cleric uses those spells in the service of his god.

For instance, why does an evil cleric employ cure spells on the party? Surely one of evil alignment would welcome the deaths of as many "heretics" as possible? The reason is simple, and not solely because the cleric wishes to have the party to protect him, which is the usual excuse given. Every cleric should be striving at all times to enforce the will of his god on the world. An evil cleric heals the party so they (as carefully influenced by him) can continue to do this, albeit unconsciously.

It is the same with all spells. They must be used to further the god's purpose. To take Eldorian examples: a follower of Ormocea, the god of justice, would be trying constantly to seek a balance of good and evil, seeking out those who have done wrong and showing them the right path. A priest of Liraan, goddess of rivers and lakes, would actively seek to ensure all such things were kept pure and unsullied by man or beast. He would be very unhappy even a short distance away from open water. And a cleric of Tiea, the goddess of divine mischief, would be an incurable practical joker, constantly playing tricks on people and spoiling everybody's fun.



# A CLERIC

## opinion, suggestions & improvements.....

Adventuring to a cleric is merely a method of performing his services for his god. A party which is about to descend into a dungeon to retrieve, say a valuable gem, decides to take along a cleric "to cure them". That is all most parties see a cleric as being useful for. But suppose the cleric is a worshipper of Pharidor, the sun god. He is not all that happy with going underground, out of the sun and so decides to make the trip worthwhile by claiming a large proportion of the treasure found, if not the gem itself, for his church.

The party duly descends into the dungeon, encounters monsters and some are wounded. Automatically they call upon the cleric to cure them. But our loyal Pharidor worshipper has found a shaft of sunlight beaming in through a long chimney connected to the surface, and is warming his face in its glow. He could not really care less whether the stupid fighters were healed or not - they are hardly at death's door yet. So he refuses.

Continuing on, the party comes to a large room. So large they cannot see the furthest corner. Seizing this opportunity (obviously heaven-sent) to demonstrate what the great and wise Pharidor is really all about. The cleric casts a Light Spell which illuminates the whole area nicely, and gives him excellent experience points for acting within both alignment and religion.

So a cleric must put his religion first always, because it is his devotion to his god that makes him a cleric. He will aid the party so long as it serves his purposes and is certainly a friend to any NPC's who display a willingness to help further those ends. Whilst an adventuring cleric must miss out on certain number of his religious ceremonies, he will meditate and pray at least once a day, and during the Holy Season will undertake a pilgrimage to some large centre of his faith.

Finally, a few words of warning. Don't display Holy Symbols openly where they are not likely to be welcome - religious intolerance has caused countless wars throughout history. Don't forget to make copious donations to your church, they do keep a record of these things and remember always that whatever you do in this world, you are blessed and rewarded in the afterlife, especially if you manage to convert some of this heathen rabble before you die.

....by RUSSELL PROCTOR





# JUTLAND

THIS IS A COMMENTARY OF A GAME  
CURRENTLY BEING PLAYED AT QRP.

OFFICIAL COMMUNIQUE  
1846 Hrs

FROM - Admiral Scheer  
Fleet Flagship

TO - Naval H.Q.  
Wilhelmshaven.

We are now in action with the British Grand Fleet and our leading battleship, the "Köing", has been lost due to gunfire from British warships. In return we have sunk a battleship believed to be the "Erin".

Again the British have attempted to use an elaborate attack formation in their tactics, again it appears to be failing. In addition to the loss of the "Erin" the following battleships have received damage - "Centurion", "King George V", "Monarch", and "Orion".

Enemy gunfire has been concentrated on the "König" and subsequently our other battleships are untouched.

by Michael Conroy

message ends

---

OFFICIAL COMMUNIQUE  
1857 Hrs

FROM - Admiral Scheer  
Fleet Flagship

TO - Naval H.Q.  
Whilhelmshaven

The British have at last realized that pincer movements at sea have catastrophic results for the initiator. The enemy commander ordered his light cruisers and destroyers to lay smoke to cover the regrouping of their battle-wagons. All our gunners could do for the time was to fire at the ships making smoke and to take shots at individual ships as sections of the smoke cleared.

From time to time the battleships, Centurion and Monarch eventually capsized because of flooding on the port side due to shell damage, while the Centurion was last seen blazing from stem to stern and listing to port, we presume she is lost.

While the two fleets were hidden from one another, half of our destroyer squadrons skirted around the southern edge of the smoke screen to make a torpedo attack. Fortunately, the enemies' light forces on that side of their fleet were few in number and badly positioned to fend off the impending attack, so our destroyers were able to fan out into position almost unhindered. However their battleships were just forming up in line ahead formation and as a result were in perfect position to loose full broadsides with frightening rapidity at our oncoming ships. At 1852 Hrs the destroyers let fly with their deadly cargos, immediately afterwards turning 180° to run from the heavy shells raining down upon them.

The destroyers had executed their attack perfectly and with great courage, tragically losing twelve out of the fifteen ships involved. The British battle fleet now had a wave of torpedoes heading towards them over seven miles wide. Most were given sanctuary however, but at a cost. The defending destroyers turned themselves broadside across the path of the torpedoes, sacrificing themselves in lieu of allowing the battleships to suffer damage. Four torpedoes did find their mark however, two on the Royal Oak and one on the Neptune, cutting both ships speed down to 11 hits. The other hit was on the already damaged battleship King George V, it was the final blow for her and her crew are not abandoning as she settles lower into the waves.



# JUTLAND

Finally they came out of the smoke, regrouped in line ahead formation and crossing our 'T'. Our leading ships, the already battered battlecruisers, immediately became the focal point of the enemies broadsides. The Seydlitz was their first victim, sailing on as ton after ton of armour piercing shell pounded into her hull from point blank range. With only two guns left servicable, and sinking slowly by the bows she ground to a halt, enabling the admiral, (Von Hipper), to transfer to a waiting destroyer. But in return our battlecruisers had left the British battleship Royal Oak in a sinking condition. She too had taken a fearfull beating, taking two torpedoes in the starboard side as well as at least 10-12 inch shells, and numerous smaller calibre hits.

The next to go was the battlecruiser Moltke, she received much the same treatment as the Seydlitz, and with nearly every gun damaged or out of action she also began to go down. But she and Von der Tan had returned full broadsides at point blank range into the battleships Superb. As she came out of the shell splashes we could see that she had yawed off to starboard, out of control, then a spectacular explosion ripped her hull apart. Another German shell had found it's way to a British magazine. The Superb had all but disappeared within 60 seconds, leaving pieces of debris amid a flaming oil slick on the sea where she had been, there were no survivors.

The other half of our destroyer force is now circling to the north of the enemy, preparing for another torpedo attack. They are finding stiff opposition from enemy armoured cruisers and light cruisers.

Further reports will follow in due course.

Long live the Kaiser!  
Message ends.

## ADVERTISEMENT

# LIFE ASSURANCE BROKER & GENERAL INSURANCE AGENT

# JOE LAW

J.P. A.L.U.A. Dip A.I.I.

JOE LAW IS YOUR RECOMMENDED INSURANCE ADVISER ON ALL LIFE, PERSONAL SUPERANUATION AND GENERAL INSURANCE REQUIREMENTS.

ANY CONFIDENTIAL ENQUIRES FOR ADVICE ON  
INSURANCE AND FINANICAL PLANNING, ARE WELCOME ANY TIME.

*Best times to phone are:-*  
Mon. - Fri. from 9-00 a.m. to 10-00 p.m.  
Weekends from 9-00 a.m. to 10-00 p.m.  
ON [REDACTED]  
and ask for JOE LAW.



# the

# BACKPACK

by GRAHAM STOCKS

The Backpack!

What is it? It's more than just a piece of crafted leather, that's slung over your back and used to hold things. I mean the backpack has got feelings too. For instance consider that white dragon you fought last week, remember when it breathed all over you with sub-zero frost, did you hear the backpack complain - no, I didn't think you did - or how about the time you found yourself surrounded by archers, who was it that selflessly threw itself into the path of the arrow that would have killed you from behind; and when you fell into the 30' deep pit who allowed itself to be squashed just to break your fall? .....The Backpack!

Now think, for just 2 G.P. you can get all that loyalty, selflessness, love and devotion, and yet people still abuse them. On perusal of a character record sheet I noted that he had written down five years food rations. I then queried him as to where all this food was. He replied, "In my backpack". I believe the reader has enough insight to guess my next comment.

It is important for all DM's and player characters to realize the potential of the backpack. The following data has been collected on the 2 G.P. variety backpack:

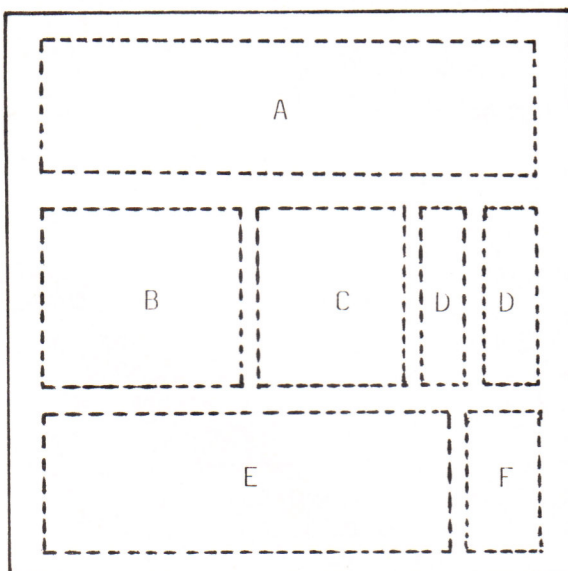
HEIGHT -  $1\frac{1}{2}$  feet (43cm)  
BREADTH - 1 foot (29cm)  
WIDTH -  $\frac{3}{4}$  feet (21cm)  
VOLUME - 1.13 cubic feet  
(26 187 cm<sup>3</sup>)  
(approximation)

VOLUME OF G.P. - 1.23cm<sup>3</sup>  
VOL. PRODUCED BY SAG - 116cm<sup>3</sup>  
TOTAL VOLUME - 26 303 cm<sup>3</sup>  
NUMBER OF COINS - 21 384

Now assuming that the common, garden variety G.P. is roughly the same as our twenty cent piece, then we can find out how many gold coins the backpack can contain (note the added area produced by the sag in the backpack due to the gold coins should be considered as the backpack will increase in length).

However, each coin weighs approximately 2 gm. Hence the character would be carrying roughly 425 kg. A character with 18/00 strength would strain himself lifting it, let alone walking nonchalantly down the street with it. This can be used as a guide to prevent a character taking out the treasure (eg. dragon hoard) in one go.

In most adventures a backpack comes in very handy, as you can fill it with lots of dungeoneering equipment and be prepared for any situation. However it is important for the character not to overdo it and the DM to realize it if the backpack is overdone. Below is a good collection of equipment to put in a pack. Of course these spaces can be substituted for other things which might be more desirable. It is important to remember that the backpack is man-made and as such is limited in it's capacity to carry things.



- (a) 50' rope (ready for use)
- (b) large sack wrapped up and holding 5 iron spikes.
- (c) small sack containing 2 flasks
- (d) place for water-skin, scroll, tube, potions or candles.
- (e) 3 days rations of food and water.
- (f) large belt pouch containing 100 gold coins.



# SCENARIO





# THE ROLLING INN

by terry kravse

## INTRODUCTION

This scenario is one in which the 7 players have different objectives. Because of this, the players should have experience with normal party role-playing and perhaps a touch of cunning.

This adventure is based at The Rolling Inn, a small tavern located approximately mid-way between the Port of Kalbeen and the administrative capital Janess. The fort of Cassent is located further to the north. At about 3pm on the 17th day of winter, the characters begin arriving at the Inn. The following day at their departure the adventure closes. The character(s) attaining victory conditions are deemed to have won.

Anyone intending to play in this scenario should read no further...

## GAME MASTER'S BACKGROUND

This game is based on interaction of the visitors to the Inn. The game master will require a certain amount of skill to allow play to occur between the characters concurrently. Players must also be told

in the best interests of the game not to discuss their characters before the game begins, nor to give away anything which might possibly be used against them.

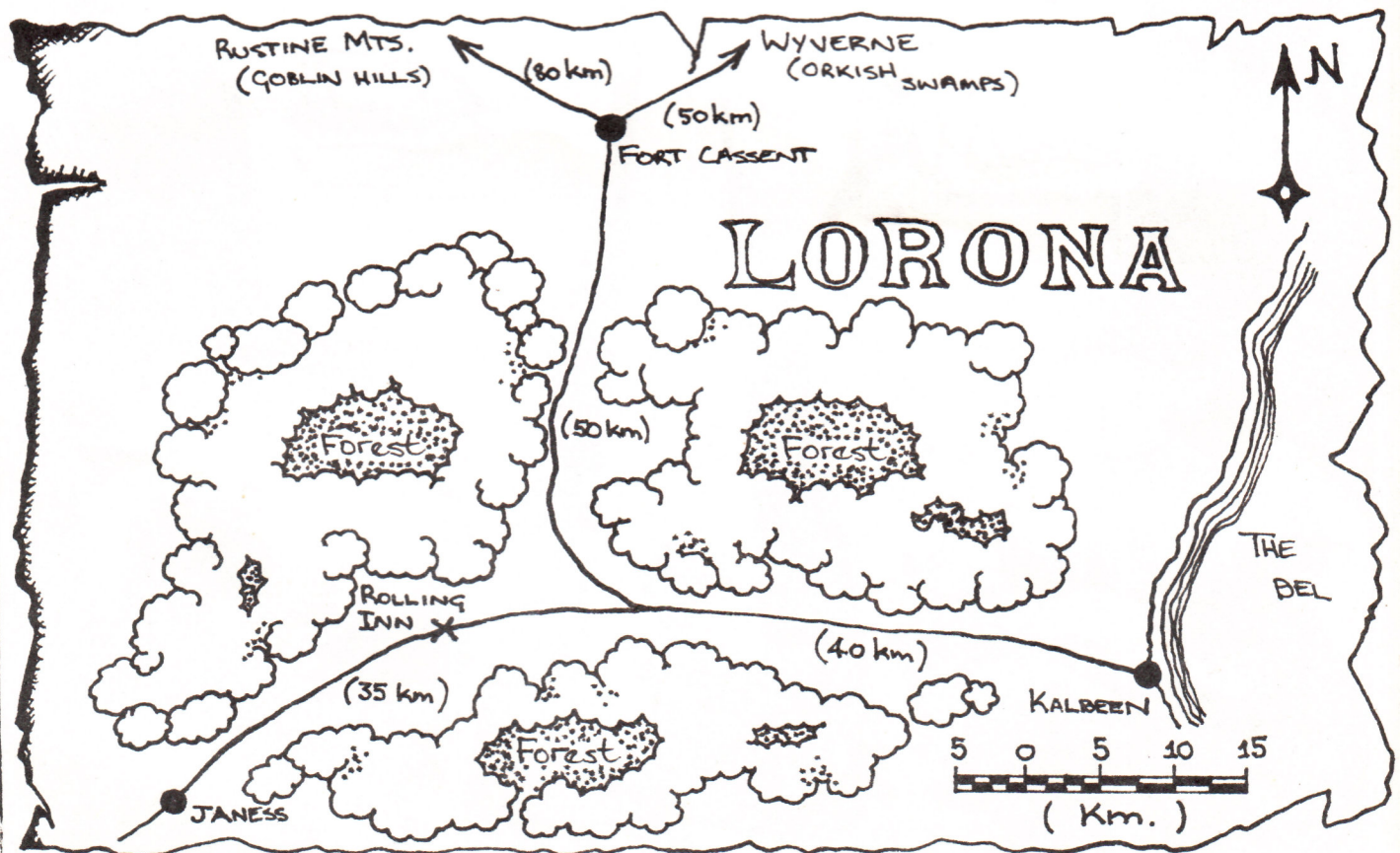
Past history of each of the characters is to be given to them prior to the commencement of the game. Any questions regarding background should be answered at this time.

Characters arrive at the Inn as detailed by the following time-table:

1. 3.00pm Colinn
2. 3.15pm Stann
3. 3.30pm Forlar
4. 3.45pm Johan
5. 4.00pm Gerard
6. 4.15pm Racko
7. 4.45pm Leo and Kelt.

Upon arrival at the tavern they are greeted by the Inn Master - Bernard, who provides their room, meal etc.

## INN DESCRIPTION (see map)





## CHARACTER DESCRIPTIONS AND HISTORY

### BERNARD

Bernard is the name of the Inn Keeper of "The Rolling Inn". He was brutally murdered two weeks ago by a company of 20 goblins. Your character is a goblin illusionist who has taken Bernard's place. A freelance magician - Myrste - agreed to place a permanent "Change Self" incantation upon you to give you the appearance of Bernard. He also assisted your troop by placing the various alarms and illusions upon your subterranean base (see map). There is an alarm in your room's top drawer which is activated by the operation of either lever in the downstairs chamber. By breaking the alarm a potent sleep has is released into this chamber. You believe Myrste has left Lorona.

Your troop has left for two days for a reconnaissance mission. Your base will become strategically important in the coming goblin revolt. There may be a trouble maker in the party arriving tonight. Your base must not be revealed.

**MAJOR VICTORY:** Prevention of discovery of the secret base without 'direct' intervention.

**MINOR VICTORY:** Prevention of discovery of the secret base using any methods.

### STATISTICS

Race : Goblin STR: 10 DEX: 11  
Class: Illusionist INT: 13 CON: 6  
Level: 2 WIS: 10 CHAR: 9  
HDP : 6  
AC : 7

Incantations - Wall of fog  
Hypnotism



### Physical Description

Age: 50  
Eyes: blue  
Hair: short, grey  
Build: light  
Height: 5'7"  
Complexion: fair

### COLINN

Colinn is a blacksmith. While out hunting in the woods he was suprised by a shewolf who mauled his left arm severely. From this injury he has contracted the disease LYCANTHROPHY. He recently attended a Mitran church in Kalbeen where he discovered that a traveller by the name of Rpto, would be visiting The Rolling Inn soon. This person would have a 'cure lycanthrope' potion. However the Mitran priest he spoke to was less tolerant than he could have been. He informed Quicksilver, (also known as the were-hunter) of your predicament. You believe you have shaken him off your trail.

You have twelve days before the lycanthropy goes tertiary. At the moment you have partial control over your were-form. (Roll D20, a score greater than your intelligence indicates control of the were-form - else normal fight or flee response takes over).

**MAJOR VICTORY:** To be cured of lycanthropy.

**MINOR VICTORY:** Destroy deserving character, (were-hunter?)

### STATISTICS

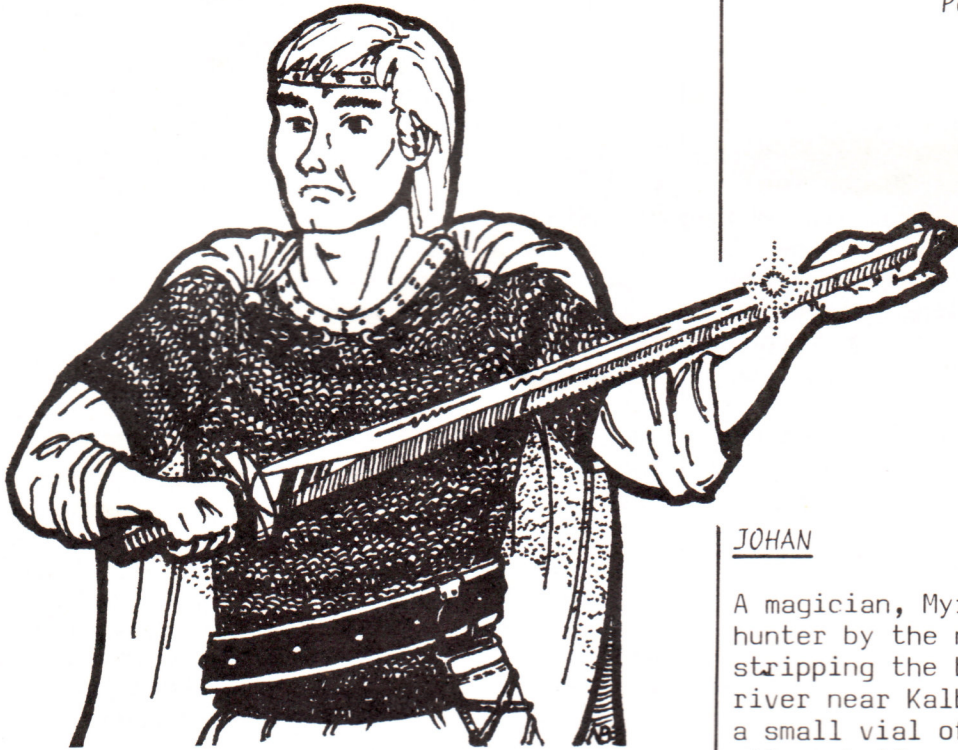
Race : human (Loronan) STR: 17 DEX: 8  
Class: fighter/were-... INT: 13 CON: 9  
Level: 1 WIS: 11 CHAR: 12  
HDP : 6/27  
AC : 10/4

### Physical Description

Age: 24 PS. (Colinn knows  
Eyes: brown Quicksilver's descrip-  
Hair: short, black tion, including the  
Build: light fact he has a tatoo,  
Height: 5'6" but has not personally  
Complexion: tanned seen him.)







STANN

You are from the city of Janess. Your father Karl Villeste, The Champion, has recently died from natural causes. Karl fought in the non-human wars of a generation ago. On his death bed he gave you a long sword; there is something unnatural about it. Upon taking it to a seer you received this riddle:

*"To go far north where the forest is wet  
There will your secret be surely met  
You shall find when it turns to the sky  
The secret is somewhere nearby  
When lightning flashes upon it's touch  
The answer will appear as such."*

Smilingly, the seer offered no further comment, and accepted your gold piece. Tonight you will spend at The Rolling Inn, on your way north.

MAJOR VICTORY: Find the purpose of the sword.

MINOR VICTORY: Find the clue of the sword.

STATISTICS

Race :	human (Nordic)	STR:	16	DEX:	13
Class:	fighter	INT:	12	CON:	11
Level:	5	WIS:	10	CHAR:	3
HDP :	31				
AC :	5 (chainmail)				

Personal Description

Age: 23  
Eyes: blue  
Hair: long, blonde  
Build: heavy  
Complexion: fair  
(Handsome and repellent)

JOHAN

A magician, Myrste, hired you to kill a bear hunter by the name of Rpto. You did this, stripping the body and leaving him in a river near Kalbeen. On his body you found a small vial of liquid, half a medalion, a silver knife and a gold wedding band. The medalion has part of a lion symbol on it while the ring is an ornamented serpent.

Upon returning to the mage he pays you your fee. He does suggest that he will double your fee if you will retrieve the other half of the medalion. This is owned by Bernard an Inn keeper at The Rolling Inn. Myrste places a change self incantation upon you. It will stay in force while you are awake, and return upon your awakening from sleep, unconsciousness etc. You agree as you are quite notorious. Your calling card is a brass handled stilleto. The choice of disguise is yours.

MAJOR VICTORY: Find the secret of the medalion.

MINOR VICTORY: Obtain the other half of the lion medalion.

STATISTICS

Race :	human (Lorona)	STR:	11	DEX:	12
Class:	assassin	INT:	10	CON:	11
Level:	3	WIS:	9	CHAR:	9
HDP :	10				
AC :	as per armour				

Personal Description

Age: 28  
Eyes: brown  
Hair: short, blonde  
Build: medium  
Height: 5'10"  
Complexion: tanned





## FORLAR

You are a member of the Kalbeen Thieves Guild. The guild has sent you to The Rolling Inn to obtain a certain magic item which they know will be there tonight. You have been in the guild twelve years and not yet reached the rank of guildsman. This mission will make or break your career.

On the way to the Inn you meet a rider on the road. The fair-haired horseman converses with you until he reaches the turnoff to Fort Cassent. He then departs north saying:

"Beware the wolves, for the were-hunter is no longer with you".

Suddenly the forest takes on an ominous chill as you hurry towards the Inn.

**MAJOR VICTORY:** Returning the major item to the guild.

**MINOR VICTORY:** Returning two minor items to the guild.

### STATISTICS

Race : human (Lorona) STR: 10 DEX: 13  
Class: thief INT: 10 CON: 13  
Level: 2 WIS: 8 CHAR: 8  
HDP : 9  
AC : 8

### Personal Description

Age: 28  
Eyes: brown  
Hair: short, black  
Build: medium  
Height: 5'10"  
Complexion: fair



## GERARD

You were a member of the Kalbeen Thieves Guild rising to the level of senior guildsman. Five years ago you were involved in political intrigue. You became more involved than you would have liked, you were caught. The choice was plain: spend the rest of your life behind bars or accept a government position.

Since then you have attained the rank of senior operative in the Janess Internal Control Bureau.

Your director has sent you to The Rolling Inn to check alledged disturbances in this area. There is a stiletto secreted in the toolshed at the Inn. You have a badge of authority

from the Janessian administration. However a spy works better undercover.

**MAJOR VICTORY:** Discover the major disturbance in the area.

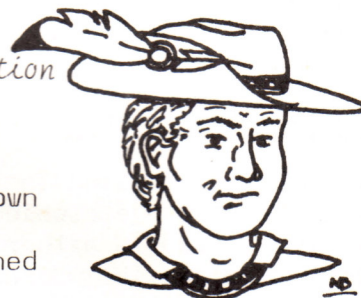
**MINOR VICTORY:** Discover sufficient minor disturbances in the area.

### STATISTICS

Race : human (Lorona) STR: 12 DEX: 14  
Class: thief INT: 14 CON: 12  
Level: 5 WIS: 11 CHAR: 13  
HDP : 21  
AC : 8

### Personal Description

Age: 38  
Eyes: brown  
Hair: short, brown  
Build: medium  
Complexion: tanned



## RACKO

Your character was previously named Rpto. You are a bear hunter who has stayed at The Rolling Inn occasionally. Bernard, the Inn-keeper is a friend of yours. Fifteen years ago a white grisly bear killed Bernard's father. You went after the bear and slew him. The head still adorns the dining hall of the Inn. In gratitude Bernard gave you half of a gold medalion.

A week ago an attempt was made on your life and the assassin left you for dead in a creek. You are rescued by a boatman but all your possessions were missing. These included: the medalion, a small vial of cure potion, a silver knife and a serpent wedding band. You were treated by a Mitran priest for your severe injuries.

The appearance of your character has been drastically changed. Your previous appearance was dark hair and a tanned complexion. You believe the assassin will be at the Inn tonight.

**MAJOR VICTORY:** Take the assassin back to Kalbeen with proof of his guilt.

**MINOR VICTORY:** Kill assassin lawfully.





## STATISTICS

Race : human (Sor) STR: 16 DEX: 11  
Class: fighter INT: 11 CON: 14  
Level: 4 WIS: 8 CHAR: 8  
HDP : 31  
AC : as per armour

### Personal Description

Age: 31  
Eyes: blue  
Hair: short, blonde  
Build: heavy  
Height: 6'2"  
Complexion: pale



### CHARACTER POSSESSIONS

BERNARD: The Rolling Inn itself plus the tools, furniture etc which goes with it. The food served is either salted beef or rabbit. Drinks include ale from Kalbeen or The Rolling Inn Mead which is what the Tavern is named after. Bernard's private possessions are: several robes, a small ornamental dagger, half a gold medallion (lion faced), and several animal heads decorating the walls downstairs. The illusionist has also a discrete alarm secreted in his top dresser drawer.

COLINN: blue linen shirt, brown trousers, ankle boots, a hunting knife and a smith's hammer.

STANN: chain mail shirt, red tunic, green trousers, red cloak, calf boots, scabbard and long sword.

FORLAR: leather jerkin, brown shirt, leather trousers, calf boots, two knives, sling, brown skull cap, 30' rope and lock picking equipment.

JOHAN: as per disguise, silver dagger, half a gold medallion (lion faced), one vial of clear liquid, a serpent wedding band, two brass handled stilettos, (+1 for Johan) and a short sword.

GERARD: green shirt, leather vest, brown trousers, ankle boots, brown foppish hat with a red feather, badge of authority of the government, master key of all rooms in the Inn, a stiletto secreted in the tool shed, knife in boot, wire in hat, satchet of chalk.

RACKO: brown robe, leather vest, double handed axe, long bow, quiver with ten arrows, (two silver tipped).

## NON PLAYER CHARACTERS

### LEO AND KELT

Leo and Kelt are two cheese merchants. They had departed Fort Cassent on a less than profitable trading venture. Quicksilver meets them on his way to the fort. They are the last to arrive at the Inn. Leo is the more assertive of the two but they are both basically food dealers. While they present a confident approach to business, unforeseen situations may cause them to panic.

### STATISTICS

	L	K
Race : human (Sor)	STR: 11	9
Class: merchant	INT: 12	13
Level: 0	WIS: 13	10
HDP : 4/4	DEX: 9	10
AC : 10	CON: 11	10
	CHAR: 9	13

### Personal Description

Ages: 38/30  
Eyes: brown/green  
Hair: black/brown  
Build: heavy/light  
Height: 5'9"/5'8"  
Complexion: tanned/dark



### QUICKSILVER

Quicksilver is the name of the Ranger who defends the area of Western Lorona. While he protects the human inhabitants of this region he is not tolerant towards anything which he considers a threat. This includes the non-human races to the north, but more



especially any lycanthrope infected creatures. It has earned him the title of "Were-Hunter".

He does not arrive at the Inn as his pursuit of a were-creature, (Colinn), has led him incorrectly to the Fort Cassent road, after leaving the Mitran church in Kalbeen.

#### STATISTICS

Race : human (Nordic) STR: 16  
Class: ranger INT: 15  
Level: 5 WIS: 12  
HDP : 33 DEX: 16  
AC : 5 (chain + CON: 11  
shield) CHAR: 9

#### Physical Description

Age: 37  
Eyes: blue/green  
Hair: long, white  
Build: heavy  
Height: 6'1"  
Complexion: pale

Tattoo on chest, of a battle axe.



#### MYRSTE

This character is the wizard who helped the goblins prepare their base at the Inn. He is quite mercenary, owing no loyalty to Lorona. After payment, he was going to leave the country by a ship from Kalbeen going south. This was to avoid hostilities which would surely follow the goblin uprising.

Before departing the coastal town, he discovered that a certain magical item, a medallion of passage detection, was in the vicinity. He hired a thug, Johan the Knife, to obtain the medallion from its present owner, a hunter named Ripto. Ripto only owned half of the gold lion; the other half is possessed by the goblin illusionist, replacing Bernard.

Myrste has sent Johan to obtain the rest of the medallion. He did not decide to enter the war zone himself.

Bernard doesn't know anything about the properties of this medallion.

#### STATISTICS

Race : human (Sor) STR: 9 DEX: 14  
Class: magic-user INT: 16 CON: 6  
Level: 6 WIS: 15 CHAR: 7  
HDP : 13  
AC : 10

#### Physical Description

Age: 42  
Eyes: black  
Hair: short, brown  
Build: medium  
Height: 5'7"  
Complexion: dark



#### GAME MASTER'S NOTES.

The gamemaster may have to inform the players of the below mentioned information where applicable.

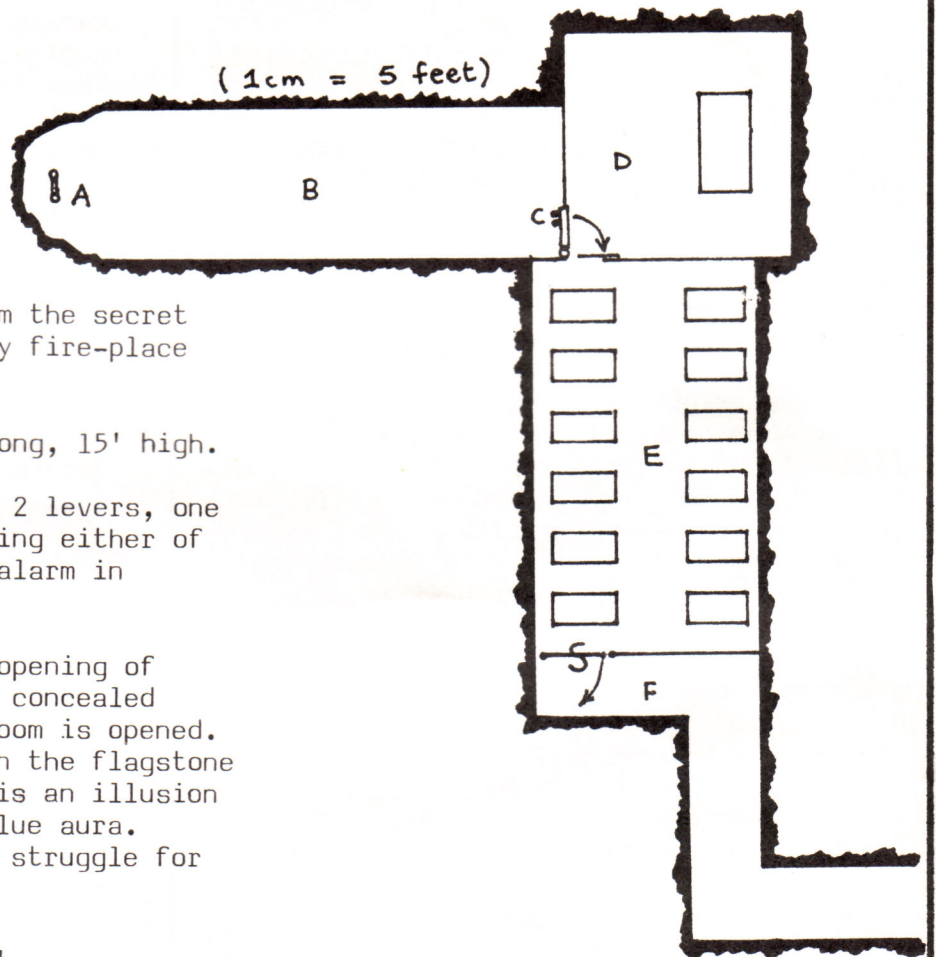
1. Nightfall is at 5.00 pm. Light snow begins falling at 4.30 pm and continues all night.
2. Stann's sword will glow blue when within 100' of a living goblin. It will not become apparent until unsheathed. When the sword and the goblin come in contact, bright sparks will arc at the connection (no damage). Runes will appear temporarily upon the blade.
3. The lion headed medallion has no power while divided. However when the two halves are placed together it becomes a secret passage detection device. If the secret passage, door etc is within 50' a red arrow will materialize above the ornament. This will point towards the hidden passage. When closer than 5' the arrow will fade and will not activate until another passage is discovered.
4. Racko is the only character who can understand the runes on Stann's sword. He will read the Sor rune for "goblin".
5. Racko knows Bernard. However the goblin will not recognise Racko nor know Bernard's history. Bernard does not know anything special about the medallion that Johan is trying to obtain.
6. Forlar will recognise either Johan when undisguised, or his calling card the brass handled stiletto. He knows the assassin as only "The Knife".
7. Forlar obtains a major victory upon stealing Stann's sword.
8. Forlar will recognise Gerard as a previous member of the guild who vanished five years ago. No explanation was given.
9. Gerard will notice that Racko is wearing a disguise.



10. Gerard recognises Stann, son of Karl Villeste the Champion.
11. Colinn does not know (as Forlar does) that Quicksilver is heading towards Fort Cassent.
12. Colinn does not know that Johan has the cure lycanthrope serum.
13. Colinn will notice Stann has long blonde hair (like Quicksilver).
14. Stann will remember having seen Gerard in the vicinity of the Janessian Administration centre.
15. Johan's player will need to specify where all his belongings that he has brought to the Inn are placed.



## LOWER LEVEL



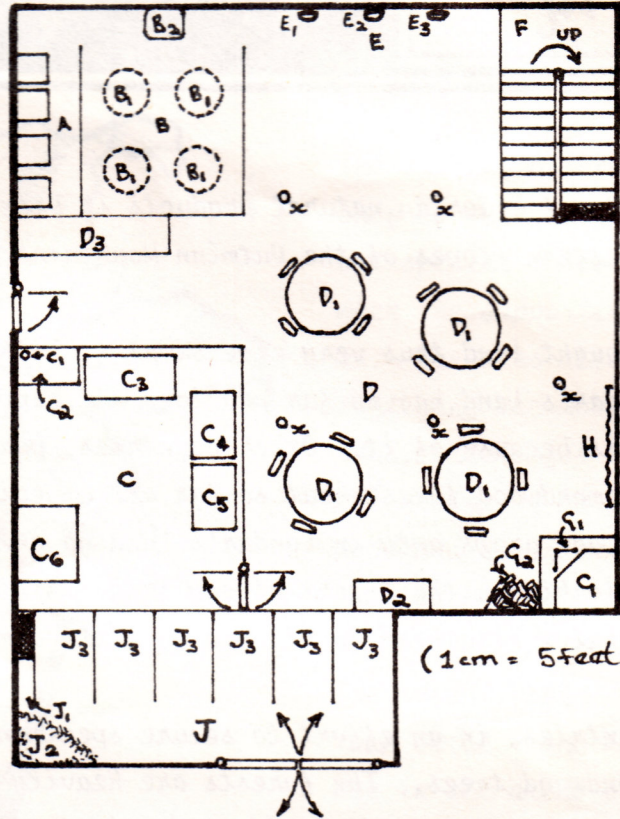
- A: 20' ladder reaching from the secret panel behind the chimney fire-place upstairs.
- B: 10' wide corridor, 35' long, 15' high.
- C: Next to the doorway are 2 levers, one red and one blue. Pulling either of them will activate the alarm in Bernard's room.
- D: 15'x15'x15' room. The opening of the goblin lair will be concealed as the door into this room is opened. There is a red carpet on the flagstone floor. On this carpet is an illusion of a figure held by a blue aura. When approached it will struggle for freedom.
- E: Goblin Lair 15'x30'x15'
- 12 beds fill this room, tidily made. Rush mats cover the floor, and a few goblin possessions are lying about, (DM's discretion).
- F: A secret exit to the forest.



# THE ROLLING INN

## GROUND FLOOR:

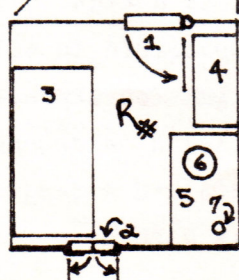
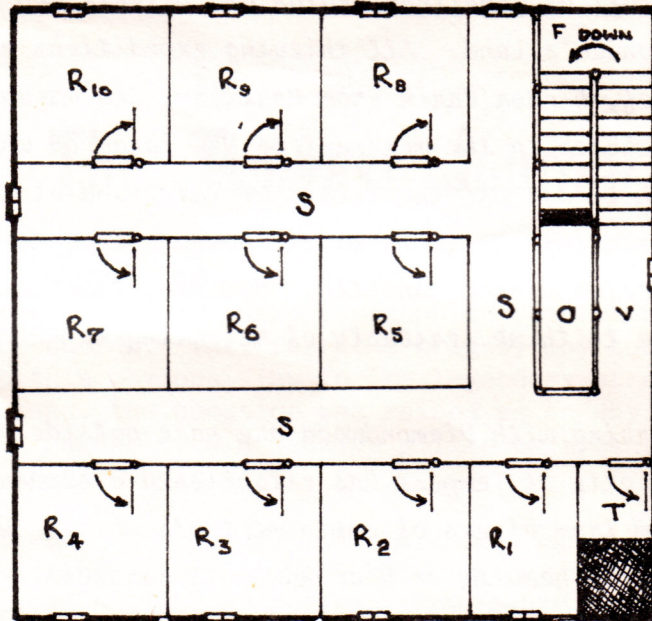
- A: Toilets
- B: Bathroom
  - B<sub>1</sub>: baths
  - B<sub>2</sub>: water pump
- C: Kitchen
  - C<sub>1</sub>: bell
  - C<sub>2</sub>: service counter
  - C<sub>3</sub>: cupboards
  - C<sub>4</sub>: pantry
  - C<sub>5</sub>: meat cupboard
  - C<sub>6</sub>: oven
- D: Dining area
  - D<sub>1</sub>: tables
  - D<sub>2</sub>: linen cupboard
  - D<sub>3</sub>: possessions table
- E: Mounted trophies
  - E<sub>1</sub>: white bear head
  - E<sub>2</sub>: deer head
  - E<sub>3</sub>: wolf head



- F: Staircase
- G: Fire-place
  - G<sub>1</sub>: secret panel
  - G<sub>2</sub>: wood pile
- H: purple tapestry (woodland setting)
- J: Stable
  - J<sub>1</sub>: Storage
  - J<sub>2</sub>: straw
  - J<sub>3</sub>: stalls

## TOP FLOOR:

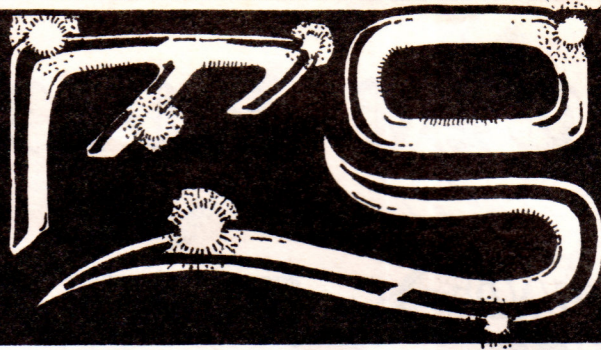
- O: Floor below
- R: Individual rooms
  - 1: door
  - 2: shutters
  - 3: bed
  - 4: cupboard
  - 5: table
  - 6: lamp
  - 7: water basin
- S: Corridor
- T: Toolshed
- V: Corridor
- R<sub>1</sub>: Innkeeper's room



(Plan of Individual Room)



*THE VIEW  
from  
Eldoria*



One of the most remarkable of Eldorian natural products is Diamondwood, which grows almost entirely on the Western slopes of the Dutminn Mountains in Londar's Land.

Diamondwood is eagerly sought (and thus very expensive) for its hardness - that of high quality steel. Londar's Land has so far provided all supplies of the wood, and has become very prosperous because of it. Other countries, particularly Llan, have sought long for other Diamondwood forests but so far all expeditions have been in vain. As to why Diamondwood grows only in Londar's Land no one can say - and to date the Londarn council has forbidden the export of any seeds or live trees, so whether or not the plant would thrive elsewhere in Eldoria is still a mystery.

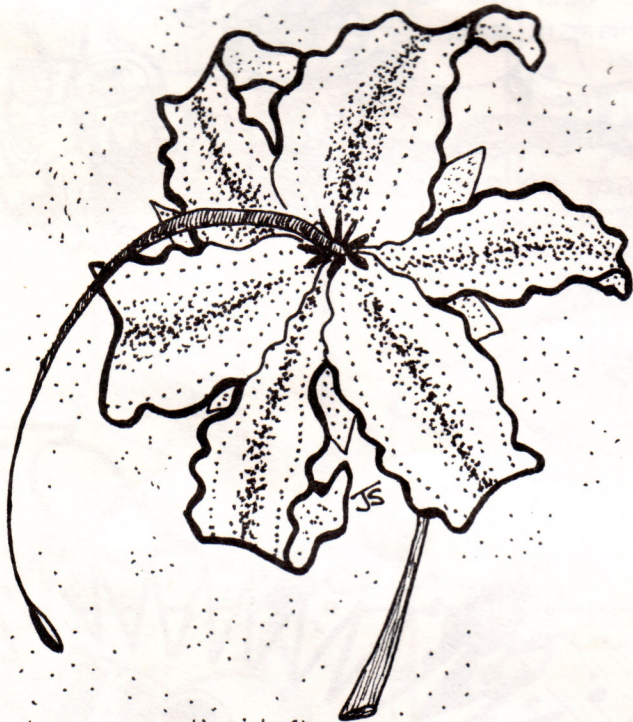
Over the years, some countries, in an effort to secure specimens, have even tried to steal seedlings of Diamondwood trees. The forests are heavily guarded, however, by the Chosen of Ulliah, a cult of fanatical druids and priests who have sworn to keep Diamondwood solely for Londar's Land. All thieving expeditions have failed. In 2060 BFD, one master thief, Lindor Carik from Maritaan, did manage to secure ten seedlings and sailed away back to the merchant of New Zaramoor who had financed him. The Chosen caught up with Lindor off the island of Trith and slew him and all his crew, and returned the seedlings to their proper home. Since then, other countries have sought to secure specimens more honestly. However, frustration and rising prices have recently caused some to think seriously of resorting to thievery once again.

Carpenters skilled in working with Diamondwood are rare outside of Londar's Land, and greatly prized. The city of Tempest has established a separate guild for them and jealously guards them from offers of employment elsewhere. Due to its unique construction, Tempest relies heavily on Diamondwood's hardness.

In all ways, Diamondwood resembles steel. It is a light grey in colour, with a fine, almost invisible grain. It is practically impossible to set alight, but once taken it will burn for many hours - although it is far too expensive to use as firewood, and no doubt the wrath of the Chosen would descend on anyone doing so. Diamondwood flowers are a delicate white, with large petals and a single, very long stamen that exudes a musky fragrance. The oil of these is used as a perfume.



# Diamondwood



the Diamondwood flower

The cutting of Diamondwood is an art known only to the Chosen and guild carpenters, but special tools have been seen in Tempest when the supporting columns have been worked on. Furnaces also appear to be used in softening the wood for use. For these reasons, orders for Diamondwood often include the hiring of carpenters who travel with the wood and carry out the task for which it was bought.

The wood is relatively lightweight - lighter than steel - and is thus eagerly sought for use in all areas of building where especially strong and light material is required.

EXTRACT FROM

## The Tempest Journal

n° 740

The recent collapse of a main support column in Tempest has caused much consternation amongst the Chosen. They fear the tragedy may turn people away from Diamondwood, with this obvious flaw in its legendary strength. Once the news reached Londar's Land, the question was raised as to why a mere summer storm could so seriously damage such a massive pillar as a central support column of the largest city in the world.

The Chosen meet in secret over all matters concerning the wood, so their views on the tragedy, and the effect it will have on their livelihood, can only be guessed at. Rumours, brought by sailors from Madori, hint at a major investigation being mounted to discern the solution to the mystery.

Understandably, some accusations have been made against the northern land of Llan, Eldoria's major timber producing country. Whether the collapse of the column was a freak accident, or whether some sabotage, producing a weakness in the wood, has been perpetrated, remains to be seen.

Whatever the cause, the repercussions on Londar's Land - and of all Eldoria - will be major, if further weaknesses are discovered.



# The QUEST of the CLAW

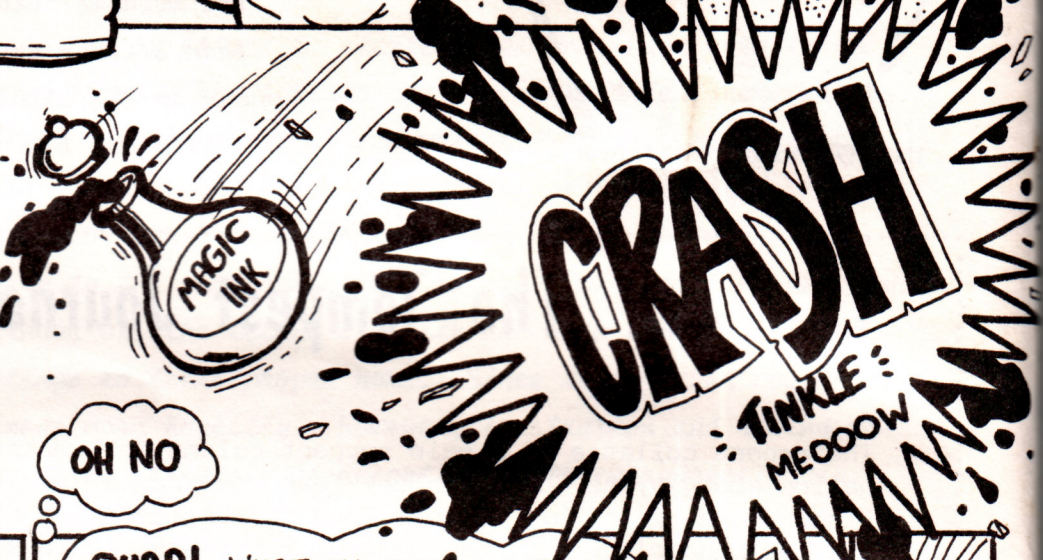
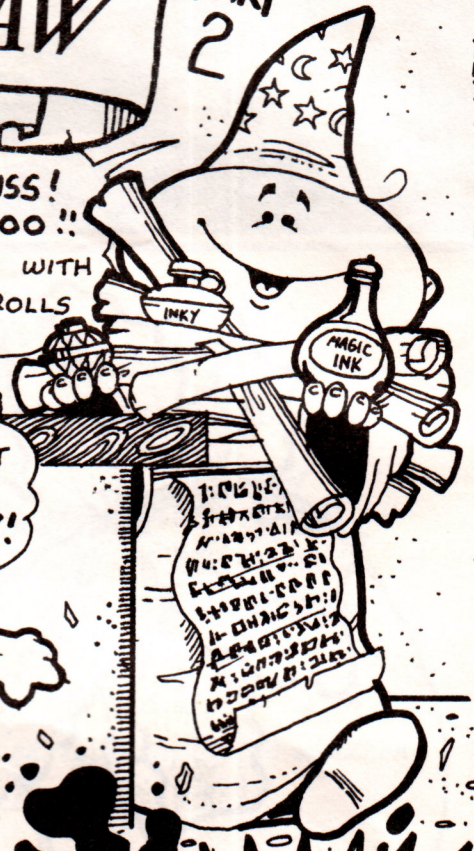
**THE LEGEND SO FAR....**

THE MYSTERIOUS LORDS HAVE SENT AN AGENT INTO THE WORLD IN THE FORM OF A CAT .... BUT, UNFORTUNATELY, THE CAT IS UNABLE TO RECALL ITS MISSION!

IN THE MEANTIME, A NOTABLE NECROMANCER, **FERGUS FIREFINGER**, HAS MANAGED TO SUMMON THE CAT AS A FAMILIAR ... HOWEVER FIERFINGERS CLUMSY NEPHEW, **QURP**, THINKS THE CAT HAS ANSWERED HIS OWN SUMMONS!

HERE PUSS PUSS PUSS!  
WHERE ARE YOOOOO!!  
COME AND HELP ME WITH  
UNCLE'S MAGIC SCROLLS

I'VE GOT TO GET  
OUT OF HERE...  
THIS GUY'S CRAZY!



OH NO



QURP! WHAT IN THE NAME OF ORCUS IS GOING ON.....  
I NEED PEACE AND QUIET!





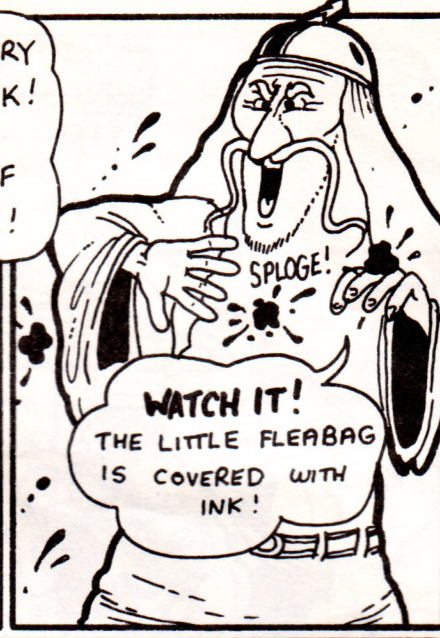


DON'T BE ANGRY UNCLE .... LOOK! I'VE FINALLY FOUND MYSELF A FAMILIAR!

\*!!@!  
@\*!!\*  
@@!#!

SCRATCH!

CLAW!



SPLOGE!

WATCH IT!  
THE LITTLE FLEABAG IS COVERED WITH INK!



DON'T WORRY .... I'LL CLEAN HIM UP WITH THIS OLD GREY RAG!

ARRHHHHHHH



THERE NOW .... HE'S ALMOST DRY!

RUB

RUB RUB



GULP

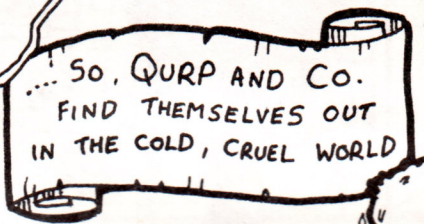


MY BEST ELVEN CLOAK!



GET OUT! GET OUT!  
NEPHEW OR NO NEPHEW I'LL .... I'LL .... AARRGH!

HEY KID, WAIT FOR ME

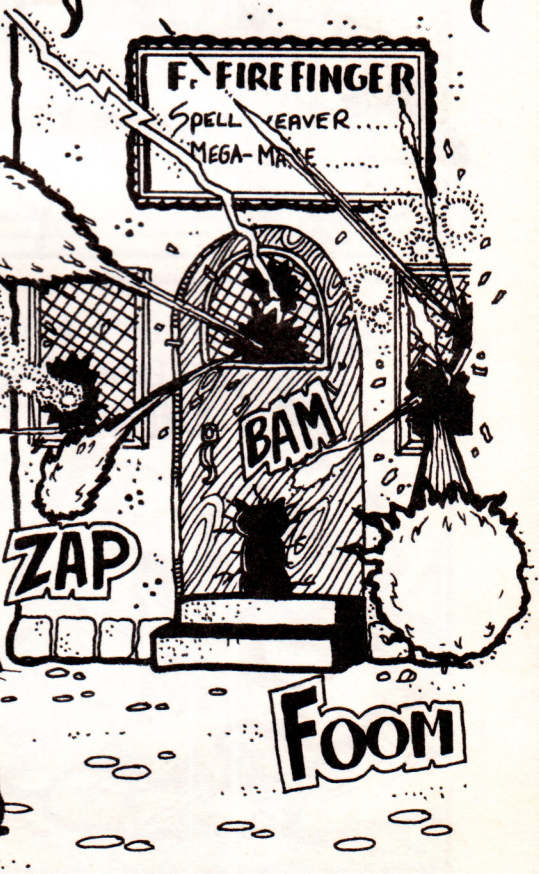


SO, QURP AND CO. FIND THEMSELVES OUT IN THE COLD, CRUEL WORLD

WOW! I'VE NEVER SEEN UNCLE THIS ANGRY!

BLIPPO

HMMMM ..... I'D BETTER TAG ALONG WITH THIS MORON UNTIL I GET MY BEARINGS!



FIRE FINGER  
SPELL WEAVER  
MEGA-MAGE

BAM

ZAP

FOOM



SHORTLY... DOWNTOWN...

ROMEA ST.

SL  
ST  
AG

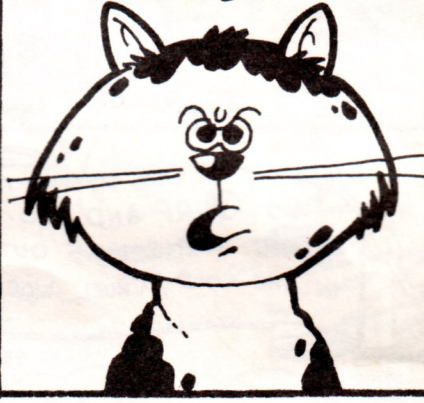
...WELL IT'S NOT SO BAD REALLY... YOU AND ME CAN SEEK OUR FORTUNE IN THE WORLD....

... AND I ANSWERED THIS DUMB-LOOKING KID'S SUMMONS AND FOUND HE HAD TAKEN UP WITH A STUPID CAT!

FIRST THINGS FIRST! I HAVEN'T THOUGHT OF A NAME FOR YOU... HMMMM  
HOW ABOUT TIDDLES!

TIDDLES!

WHUMPA!



ERRR.... WHISKERS?



KA-POW



...How ABOUT THE CLAW!

Hmmm.... NOT BAD.... I CAN HACK IT!





...AND SO, THE BEAST WAS NAMED AND THE PAIR SALLIED FORTH...

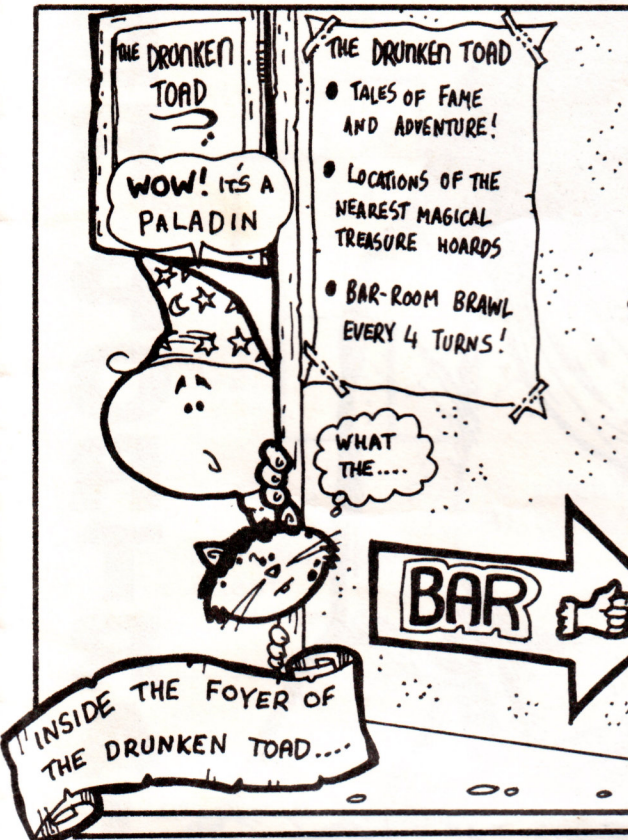
CLAW

OKAY! NOW WHERE IS THE FIRST PLACE TO SEEK TALES OF ADVENTURE AND FAME?



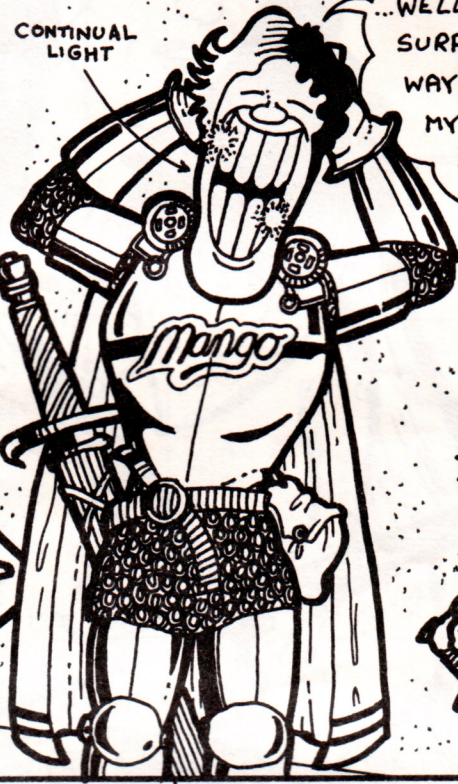
CLAW!

...OF COURSE! THE AVERAGE, RUN-OF-THE-MILL D&D TAVERN!



WOW! IT'S A PALADIN

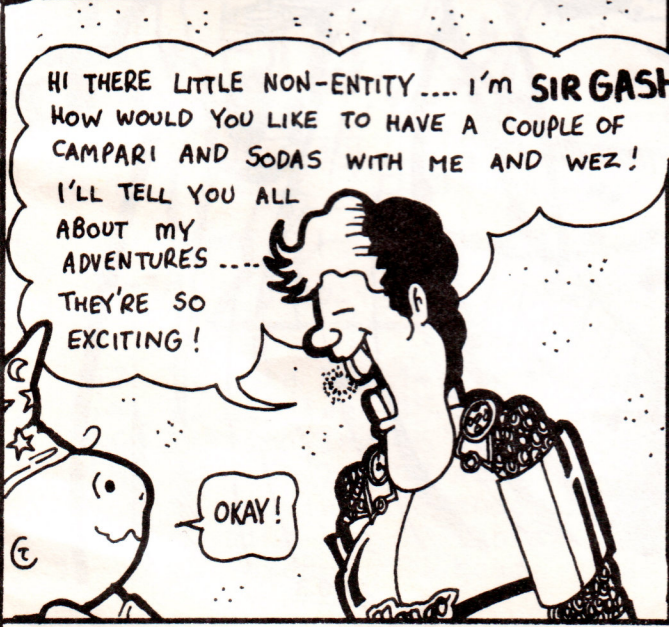
WHAT THE....



CONTINUAL LIGHT

...WELL WEZ ... MY LOYAL SURF ... IS THERE ANY WAY I COULD IMPROVE MY TRULY STUNNING APPEARANCE!

... SEAWEED ... SEAWEED IS REALLY GOOD



HI THERE LITTLE NON-ENTITY .... I'M SIR GASH! HOW WOULD YOU LIKE TO HAVE A COUPLE OF CAMPARI AND SODAS WITH ME AND WEZ! I'LL TELL YOU ALL ABOUT MY ADVENTURES .... THEY'RE SO EXCITING!

OKAY!



JUST A MINUTE SONNY! YOU'RE NOT GOING ANYWHERE!

ULP!

NEXT ISSUE ... THE QUEST BEGINS



# Thera

Initiate of the  
Masters

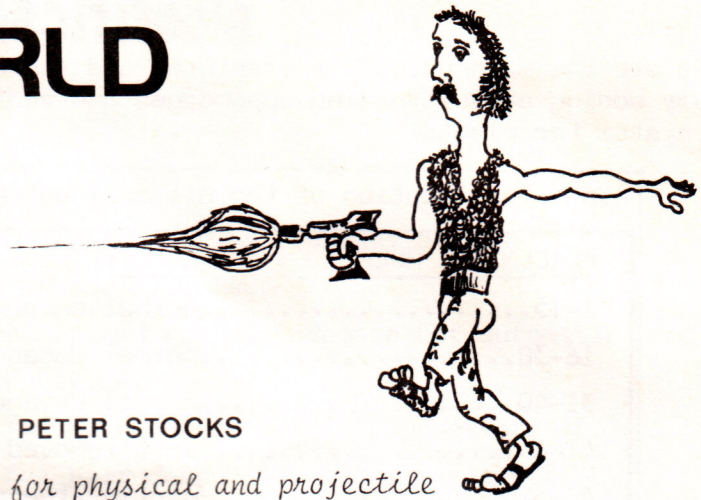


**PLAYER  
PORTRAIT**

K083



# GAMMA WORLD

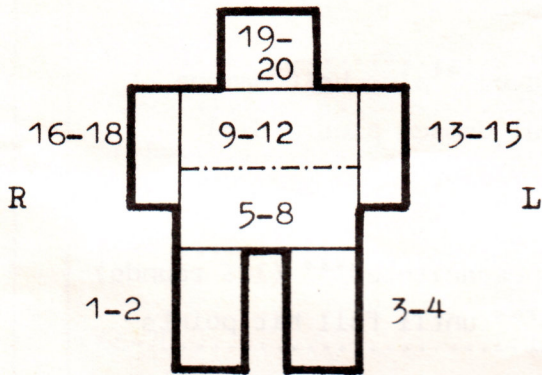


## Critical Hit and Fumble Charts

by PETER STOCKS

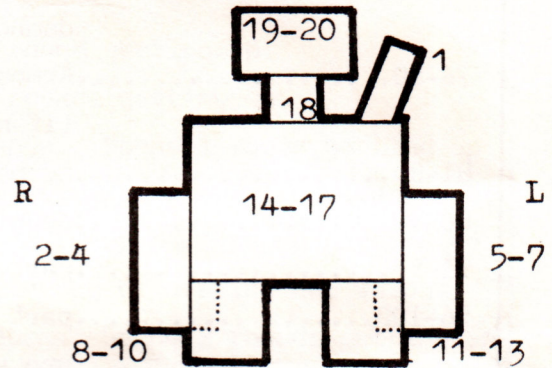
Upon rolling a D20 for an attack roll (only for physical and projectile combat) a critical hit occurs. First determine the place of the critical hit on the following chart:

for HUMANOID figures



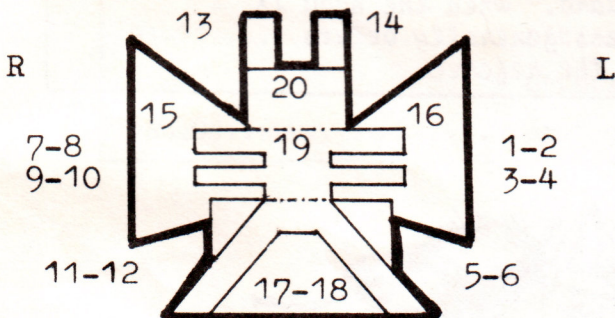
- |       |               |       |           |
|-------|---------------|-------|-----------|
| 1-2   | right leg     | 16-18 | right arm |
| 3-4   | left leg      | 19-20 | head/neck |
| 5-8   | abdomen/groin |       |           |
| 9-12  | chest         |       |           |
| 13-15 | left arm      |       |           |

for QUADRUPED figures



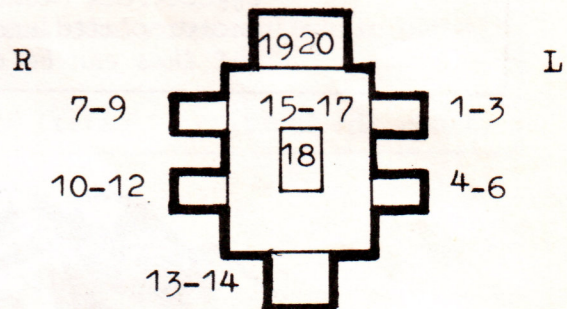
- |       |                |       |       |
|-------|----------------|-------|-------|
| 1     | tail           | 14-17 | torso |
| 2-4   | right hind leg | 18    | neck  |
| 5-7   | left hind leg  | 19-20 | head  |
| 8-10  | right fore leg |       |       |
| 11-13 | left fore leg  |       |       |

for INSECTOID figures



- |       |             |    |            |
|-------|-------------|----|------------|
| 1-2   | l. fore leg | 14 | l. antenna |
| 3-4   | l. mid leg  | 15 | r. wing    |
| 5-6   | l. hind leg | 16 | l. wing    |
| 7-8   | r. fore leg | 17 | abdomen    |
| 9-10  | r. mid leg  | 18 | abdomen    |
| 11-12 | r. hind leg | 19 | thorax     |
| 13    | r. antenna  | 20 | head       |

for FISH figures



- |       |                      |  |            |
|-------|----------------------|--|------------|
| 1-3   | l. fore pectoral fin |  |            |
| 4-6   | l. rear pectoral fin |  |            |
| 7-9   | r. fore pectoral fin |  |            |
| 10-12 | r. rear pectoral fin |  |            |
| 13-14 | tail                 |  |            |
| 15-17 | body                 |  | 19-20 head |
| 18    | dorsal fin           |  |            |



# critical hit

These are the main groups of creatures and for any not able to fit in try using crosses or simply adding or subtracting appendages and redistributing the numbers. There is no critical hit system for plants.

Find the location of the hit roll on the following table to find its effect:

<u>PERCENTAGE ROLL</u>	<u>EFFECT</u>
1-15.....	normal damage plus 2HP.
16-30.....	normal damage plus 3HP.
31-40.....	normal damage plus 1HP per die damage.
41-45.....	part removed from body* plus normal damage.
46-55.....	victim stunned from shock plus normal damage. (lasts 1-3 rounds)
56-65.....	victim flees from fear of pain plus normal damage (lasts 1-4 rounds)
66-75.....	Armour of part removed** (if no armour normal damage)
76-80.....	Armour of part removed **plus half damage (if no armour normal damage plus 2/die)
81-85.....	normal damage plus 2/die.
86-90.....	double damage
91-95.....	part temporarily incapacitated*** (1d6 rounds)
96-100.....	part incapacitated*** until full hit points are achieved.

\* When a part is removed from the body the referee must decide on a reasonable outcome eg. a being with its head blown off does not continue acting normally until someone puts his head back on.

\*\* When armour is removed from the being, certain adjustments to Armour Class must take place at the referee's discretion.

\*\*\* When a body part is incapacitated it ceases to function. Chest incapacitation will not stop heart and lung functioning but may slow them to an effectively disabling standard. When the head is incapacitated unconsciousness generally occurs but this can be changed by the referee.

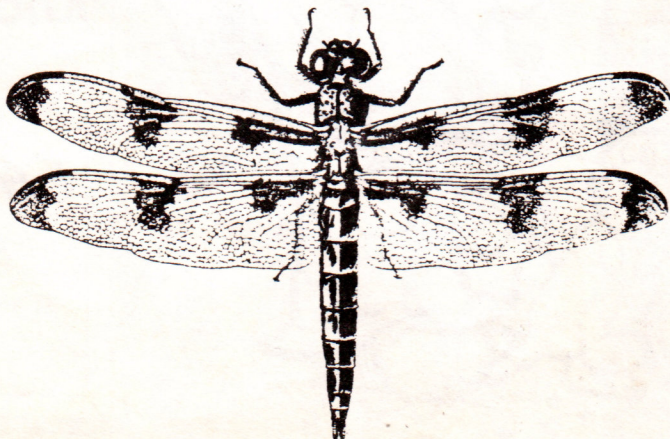




# critical fumble

Upon rolling a one for an attack a critical fumble has occurred. For its effects roll on the following table:

<u>PERCENTAGE ROLL</u>	<u>EFFECT</u>
1-15.....	hit nearest friend for half damage but must penetrate Armour Class(AC)
16-20.....	hit nearest friend for half damage but automatic penetration of AC.
21-30.....	hit self for half damage but must penetrate AC.
31-35.....	hit self for half damage but automatic penetration of AC.
36-40.....	drop weapon and spend 1 round retrieving or drawing new weapon.
41-45.....	drop weapon and spend 2 rounds retrieving or drawing new weapon.
46-50.....	trip and spend 1 round getting up.
51-55.....	trip and spend 2 rounds getting up.
56-60.....	trip and drop weapon. Spend 1 round getting up and 1 round retrieving or drawing new weapon.
61-65.....	trip and drop weapon. Spend 1 round getting up and 2 rounds retrieving or drawing new weapon.
66-70.....	trip and drop weapon. Spend 2 rounds getting up and 2 rounds retrieving or drawing new weapon.
71-75.....	hit nearest friend for normal damage but must penetrate AC.
76-80.....	hit nearest friend for normal damage but automatic penetration of AC.
81-85.....	critical hit nearest friend (refer to critical hit chart)
86-90.....	hit self for normal damage but must penetrate AC.
91-95.....	hit self for normal damage but automatic penetration of AC.
96-100.....	critical hit self (refer to critical hit chart)



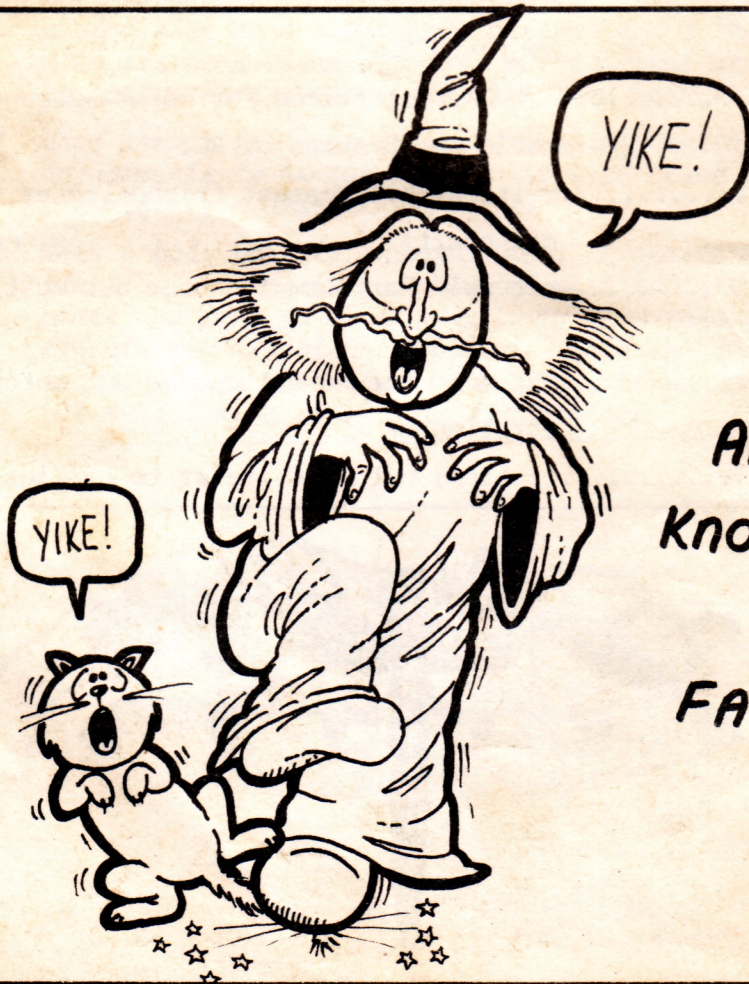


# — A RIDDLE —

The answer will be published in the next edition of BTGMS, together with the first person to give the correct solution to the editor. Last issues riddle was guessed by IAIN CARTWRIGHT. The answer - A KEY.

I am the noble's shoulder-companion, the warrior's comrade, loved by my lord, the king's associate. Sometimes the fair-haired queen, the earl's daughter, lays hand on me, though she is noble. I bear in my bosom what grew in the grove. Sometimes I ride on the proud steed at the head of the host; harsh is my tongue. Often I render reward for his words to the singer after his measure. Good is my nature, and I myself am black. Tell My name.

THE  
Apprentice's Handbook



ALWAYS  
KNOW WHERE  
YOUR  
FAMILIAR  
IS!